THE COMPLETE COMMODORE SOFTWARE GUIDE

COMMODORE user

The Complete Commodore Software Guide is the most comprehensive software guide ever published for the Commodore 64 and Vic 20.

Although most of the pages of the Guide refer to 64 software there is plenty of information for Vic owners as well.

The guide is an ideal way of finding out what's available for your computer, how much it costs, and what our panel of experts think of it. Every conceivable type of software is included in the guide. Whether it's business, education, or games you are interested in, the Complete Software Guide is the place to start. There are also a couple of catogories of software that you hadn't even thought of.

Keep your Software Guide in a safe place. You will find it an invaluable reference.

KEY TO SYMBOLS

The symbols in this Software Guide are designed to help you grasp the important information about a piece of software at a glance. The format symbols are self explanitory representing either cassette, cartridge, or disk.

The chequered flag symbol represents fast load devices. Most good software for the Commodore 64 now uses one of these techniques. It is an important consideration when buying software for your 64 as obviously a piece of software that takes an age to load is destined to end up at the back of a drawer.

Star have been awarded to pieces of software that are regarded as classics. You will find a few of these in every section.

Certain sections have their own specialised symbols. The adventure section has five letter symbols. These stand for G = Graphics, T = Text, B = Beginners, I = Intermediate and A = Advanced.

PEOPLE

The Complete Commodore Software Guide was brought to you by.

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Games ____ **Page 3**

Our games section lists nearly two hundred games for the Vic 20 and 64. Whether it's the maze, the platform, or the shoot 'em up that takes your fancy when it comes to games – you will find plenty of each in our games section. Simulation programs have also been covered like Flight, football, and basketball and even a slightly risque card game simulation called – Strip Oker.

Adventure ____ **Page 16**

There is more to adventure than goblins, elves, and the standard dungeons and dragons scenario. Our adventure section includes information on the very latest games like Rendevous With Rama – an adventure based on the classic Arthur C Clarke novel, Questprobe – featuring Spiderman and the Incredible Hulk, and the old classics like the Hobbit, Adventureland, and the Count.

Business ____ **Page 23**

Get a printer for your 64, then add a disk drive and you have a working business computer. The business software titles available for the 64 have been quietly mushrooming over the last few months. In this excellent round-up Karl Dallas takes you through the four main types of business software – Word Processors, Data Bases, Spread Sheets, and Accounts packages. If you own a small business, or just work in one, you can be using you 64 to make life easier and more productive.

Programming ____ **Page 27**

The 64 may not be the easiest computer to programme but it is one of the best. There is now a wealth of programmers software available for the 64 from the simplest of Games Designers to sophisticated languages like Pascal, Forth and Logo.
There are also useful tools like Assemblers, and compilers. Your Software Guide list several programs.

Education ____ **Page 30**

The computer is being used increasingly as an education tool. Not just something to learn how to program on but also a machine to help you with your biology '0' level, learn French, or even improve your driving. The education software industry is now one of the fastest growing parts of the computer business. Dozens of programs are included in this section and is clear that several more will be launched this year. Find out what's available in our Education section.

Leisuresoft ____ **Page 34**

The new type of software. Software to use around the house. Our Homesoft section includes information on music synthesisers, home accounts packages, games designers, and even a piece of software to tell your horoscope.

GAMES

The 64 is now established as the world's number one games computer.

Gone are the days when games were launched first on the Spectrum and then converted to the 64 months later – almost as an after thought.

The best software houses are now launching 64 games simultaneously with the Spectrum games or even lauching the 64 game first.

Of the games that have been launched together the 64 versions are head and shoulders above their Sinclair counterparts.

Ghostbusters is the best recent example – though you can probably think of dozens of others.

If you don't find your all-time favourite in the Guide write to us and let us know. With so many good games now on the 64 we could fill this booklet three times over. Now there's a thought.

ARCADE GAMES FOR THE 64

ALICE IN VIDEO LAND
Audiogenic
£8.95 (cass)
£12.95 (disk)

Bloomin beautiful – especially the first section with its magic wallpaper! Four screens of gentle arcade action for the young at heart. Not in any way maudlin – well worth having as an example of the programmer's art. The actual game play is worthy enough but it is the interaction of the graphics and music which compel attention.

ANT ATTACK
Quicksilva
£8.95

Everyone will be impressed by the "soft-solid" 3D architecture of the city of geometric shapes – quite complicated some of them. Each scene can be viewed from FOUR ANGLES at any time. Run the gauntlet, rescue them, splatting a few insects on the way. Fascinating scenary. Not too exciting game play.

APACHE RAID
Omega
£1.99

This is a joystick-only version of Anirog's INDIAN ATTACK, which see. Good value.

ARENA 3000
Microdeal
£8.00

Another spin off of ROBOTRON. Small robotic fighters engage you through frame after frame 1 or 2 players may give battle. Anirog's CYBOTRON has more going for it with it's multicolour – mode displays.

ARCHON
Ariolasoft
£11.95 (cass)
£14.95 (disk)

Archon is a brilliant strategy game based on chess. There are pieces with different powers, squares to move into and an opponent to beat. But ordinary chess is easy in comparison.

Once you've decided where to move, the screen switches to an action battlefield where you have to fight for the advantage.

The pieces include phoenixes, golems and wizards. They take on the banshees, goblins and sorceresses. They cast spells, flames and missiles and take on each other's shapes as the fight continues.

It's highly complex and demands great concentration.

You can play the computer or a friend.

ASTRO CHASE
Statesoft
£8.95 (cass)
£10.95 (disk)

An award winning space game that can give you the willies. Magnetic mines are homing-in on the Earth but you need to fly to extremities of the galaxy occasionally to stoke up energy supplies so leaving our globe undefended. Alien ships, of varying attributes hound you. These may be rammed, if you have your shield on, or zapped. Cartoon interludes reward the successful player.

BEACH HEAD
U.S. Gold
£9.95 (cass)
£14.95 (disk)

Chillingly realistic war simulation – too accurate for comfort! Ace sound (adjustable), impressive graphic representations with enough combat to make anyone war-weary. 5 phases: slip into harbour, picking your way though mines; face strafing runs; engage in a navel artillery duel; storm your tanks through land defences: finally blast away the cannons on the mountain. Oozing quality – a standard setter.

BLUE MAX
U.S. Gold
£9.95 (cass)
£14.95 (disk)

World War I, with you controlling a bi-plane. Take account of wind and engage the enemy in a diagonally scrolling, 3D, shadow-enhanced combat arena. Enemy planes, artillary emplacement, shipping, command posts and vehicles are likely targets. Very colourful and packed with detail.

BONGO
Anirog
£7.95

Super Mouse, alias Bongo, has stolen into the rat's den and is making full use of the trampolines, slides, transporters and ladders to dodge the evil rodents as he relieves them of their ill gotten jewels. He also tries to grab bonus letters. 6 screens punctuated by silly interludes. Soft, muted music.

BOULDER DASH
Statesoft
£8.95 (cass)
£10.95 (disk)

An American smash. Appreciate the effects of gravity as you remove earth and shift boulders to get at the diamonds – you may be crushed. Dazzling butterflies and 80 screens of 4 way scrolling with interesting textured designs. Many problems to solve but all with a common theme – collecting and CREATING diamonds. Jam-packed with special features.

BOZO'S NIGHT OUT
Taskset
£6.90 (cass)
£9.99 (disk)

A fun game revolving round a progressively woblier inebriate and featuring typical pub music. 3D street scenes with coppers, punks, grans and ravers to avoid: paving stones keep disappearing to provide traps for the unwary. Nightmare Park has a population of zany monsters – hardly a shortcut for Bozo in his journey home. Terrific graphics.

BRISTLES
Statesoft
£8.95 (cass)
£10.95 (disk)

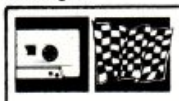
There are 8 houses in need of redecorating in this complicated game. Paint a room by moving through it, being on the alert for the many hazards. NOT CRAZY PAINTER: the presentation is entirely distinctive. The "Nutcracker Suite" is featured throughout this family game.

BURNIN' RUBBER
Audiogenic
£6.95

A linear stock car race with water jumps aplenty. Knock the other racers off the track to score points, funnel into the narrow sections and pick up speed to leap over sheets of water. Virtually the same as BUMPIN' BUGGIES.

CATASTROPHES
Mirror Soft
£6.95

A multi-faceted DISASTER game where the under 8's are encouraged to build a hotel on an offshore island, utilising helicopters. Good effects complement an intelligent game. Weather natural disasters and triumph!



CAVE FIGHTER
Bubble Bus
£6.90

Award yourself 99 lives and ledge-hop through 31 alien infested caves. Climb ropes, shoot aliens and ease through razor sharp tight squeezes. A jumpometer is essential equipment: it save you smashing your head.

CAVERNS OF KHAFKA
U.S. Gold
£9.95 (cass)
£14.95 (disk)

An atmospheric, 4 way scrolling arcade/adventure with a great creaky lift. Make light of lava pits, tumbling boulders, creepy crawlies and awkward jagged rocks as you search for five magic seals which will gain you access to the Egyptian tomb where you come face to face with the sphinx.

CHARTBUSTER
Alligata
£9.95 (cass)
£13.95 (disk)

Five good games on one tape: Blagger – platform type; Eagle Empire – blast the birds, then the egg planet; Killer Watt – pick your way through caves and pop light bulbs; Panic Planet – dig holes to trap meanies; Bugblaster – this is CENTIPEDE. Excellent value.

CHOC-A-BLOC-CHARLIE
Lothlorien
£6.95

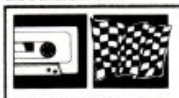
A very tricky block-pushing game. Collate four magic purple blocks to form a doorway to the next screen. To do so unmolested necessitates penning-in the guardians and keeping out of range of the patrolling alien. The second screen is a gauntlet of whirling wheels. Very tough.

Choplifter!
Ariolasoft
£9.95 (cass)
£12.95 (disk)

East of Patagonia and south of Kudistan lies the 'Bungeling Empire' – the fictional setting for several Ariolasoft action programs.

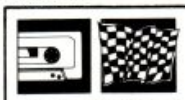
The imperialistic Bungelings have kidnapped all 64 delegates to the U.N. Conference on Peace and Child Rearing.

It's your job to get them out – without causing death and destruction.



CHUCKIE EGG
A & F Software
£7.90

A 256 level platform caper with dreaded lifts. Collect the eggs and corn but avoid the ducklings. Big Muma breaks loose on level nine making life very hard. Addictive in the extreme, but how I wish you could skip the first few screens.



COSMIC COMMANDO
Anirog
£7.95

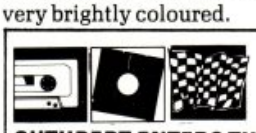
Set in a futuristic shooting gallery with a perspective effect. There are three zones with five levels of play. Ideally use a Stack Light Rifle, failing that a joystick will do.

CRAZY BALLOON
Software Projects
£7.95

Guide wobbly hot-air balloon through 26 circuits, eschewing all contact with sharp edges and roving mega – pins. There are giant magnets to pull back the unwary and many a devilish tight squeeze. Average.

CRAZY KONG
Supersoft
£8.95

Four screens (who can get past screen 3?) of barrel smashing/hopping, fire avoiding, lift jumping, ladder climbing tribulations. This version is very brightly coloured.



CUTHBERT ENTERS THE TOMBS OF DOOM
Microdeal
£6.95

An arcade/adventure with over 200 chambers to scrabble through. Keep your protective oil lamps topped up – they freeze the weirdos – pick up keys to unlock the next chamber with its' fresh supply of oxygen and grab treasure. Puzzles to work out and dead eye shooting a must.

CUTHBERT IN SPACE
Microdeal
£8.00

Fly your gaudy "dodgem car" to grab fuel pods from platforms and refuel your mother ship: there then follows a "grab and goodies" screen. Blast or dodge the whirling droids in both cases. Special panic phases thrown in.

CYBOTRON
Anirog
£7.95

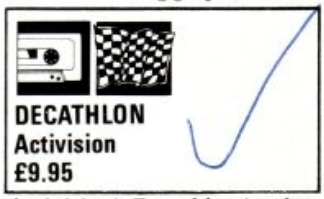
100 screens, with robot forms hounding humans, requiring two joysticks – one to move – the other to fire, although both functions CAN be combined in one stick. Imaginative large droid forms, each with different functions, and very colourful screen displays. Extremely tough and demanding – it really does need a team effort.

David's Midnight Magic
Ariolasoft
£9.95 (cass)
£12.95 (disk)

An outstanding electronic pinball program for 1-4 players.

You've got dual flipper controls, bumper action, rollovers, multiple ball play and – if you get too carried away – 'tilt'!

All the sounds of a classic pinball machine with some very special, special effects and outstanding graphics.



DECATHLON
Activision
£9.95

Activision's Decathlon is what the purist sports simulation fans are choosing for their micro. Graphically the game is less similar to the arcade game Track and Field than Ocean's Decathlon, but in the playability stakes Activision's program matches the arcade version stride for stride.

Like most sports games, you will get through a couple of joysticks before you have mastered the game. It is not uncommon for two or three joysticks to break in a fortnight because of the punishing treatment they receive.

Our choice for the best athletics simulation for the Commodore 64.

DEFENDER
Atari Soft
£14.99

The no-waiting-for-it-to-load version. Competent in every way, but I prefer the graphics in GUARDIAN. Battle with landers, mutants, baiters, pods, swarmers and bomblayers, putting aside some time to rescue the humans.

DERBY DAY
CRL
£7.95

An interesting simulation of a "day at the races' spoilt by using the lurgy INPUT statement which CAN give rise to the dreaded REDO FROM

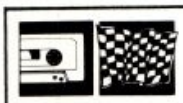
START. That apart up to four players can test their skill at gambling by seeing who can loose the least. Place your bets.

DICKY'S DIAMONDS
Romik
£6.99

A maze game taking place on a spider's web. You're an owl trying to retrieve a hoard of diamonds, displayed one at a time in the centre of the silken net. Tricky stuff.

DINKY DOO
Software Projects
£7.95

Pick your way across a room-ful of nightmare characters, all going their own sweet way. Grab hold of your glass of milk, whereupon most of the nasties turn into cherries. Make your way to the exit munching as you go.

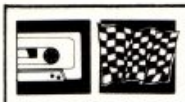


ENCOUNTER
Novagen
£9.95

A pilots'-eye view of close encounters in psychedelic space cemeteries. Blast away at saucers, homing missiles and ticking time-bomb craft. Good 3D displays, especially so when plasma bolts are streaming towards you. Chase through or hide behind the obelisks then survive a meteor storm to arrive at the next level.

FALCON PATROL
Virgin
£6.95

Master the "Harrier" jump-jet flying technique then use your radar to hunt and kill raiding aircraft. The initial incursions are by groups of three – but soon you are facing flights of five fighter bombers. Ammo and fuel need replenishing via the landing pads with the ever present threat of enemy raids. Scrolling screen, perspective illustrations and effective kapows.



FALCON PATROL II
Virgin
£7.95

This time round the VTOL has to engage three types of helicopters as well as flack batteries and radar jammers. Re-fueling is the most vulnerable time but nothing is easy. Great desert scenery scrolling by: explicit instructions in the intro – so no excuses! Better than the original.

FELIX IN THE FACTORY
Micro Power
£6.95 (cass)
£9.95 (disk)

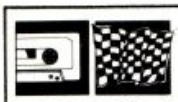
Top up the generator with oil. Leap over the parcels on the conveyor belt, scale the ladders, dodge or impale the gremlins and for Pete's sake watch out for the rat. Unnerving sonics create a feeling of panic. Wouldn't go out of my way to buy it.

FLIGHTER PILOT
Digital Intergration
£9.95

Digital Intergration stormed their way into the big league of software houses with two big hit games in Sping '84 – Night Gunner and Fighter Pilot.

Of the two games, Fighter Pilot was marginally more successful. It's a flight simulation with a strong flavour of World War II.

As well as keeping an eye on all the normal controls the player has to deal with bandits screaming in from above and below.



FIRE QUEST
The Edge
£9.95

7 screens of co-related, intertwined conumdrums focusing on UGH's efforts to acquire FIRE. The curious may admire all the prehistoric scenes courtesy of the demo mode while everyone will appreciate the discrete music. Familiar arcade actions brought together rather well in a classy offering.

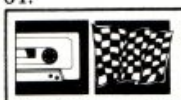
FLIGHT PATH 747
Anirog
£7.95

This flight simulation puts you in the driving seat of a 747 which you have to pilot over a mountain range and land safely at your final destination.

The airliner is difficult to control at first. You have to keep one hand on the joystick and the other on the keyboard to control the speed, carriage and flaps etc. But with a bit of practise and a cool head you'll soon be flying.

The tape comes with a fairly lengthy instruction booklet which could have been better written.

747 is a reasonable simulation which has the added bonus of having some of the best music I've heard on the 64.



FOOTBALL MANAGER
Addictive Games
£7.95

Addictive Games is probably the only software company in Britain that has been able, to survive on the success of only one game during the last 18 months. This remarkable game is Football Manager.

It differs from most football simulations by placing you in the shoes of the team's manager instead of one of the players. You have to make sure you buy the right players without spending too much money. And if your team happens to get relegated the directors will give you your marching orders.

A good game in its day but a little dated now.

FORBIDDEN FOREST
Audiogenic
£8.95 (cass)
£12.95 (disk)

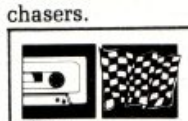
Shows what CAN be done with the 64. Help the archer overcome mego creepy – crawly denizens of the tangle wood; fight the spooks as the darkness deepens; despatch the snake as the moon rises; face the final test while the lightning flashes. Moody sound, superb lighting effects and 3D scrolling: an experience more than a game.

FORT APOCALYPSE
U.S. Gold
£9.95 (cass)
£14.95 (disk)

Negotiate your chopper through scrolling cave scenary with the aid of radar display. Rescue eight people from the first level. Travel through laser chambers and rooms with sliding blocks: pick up fuel then descend to the next level with another eight prisoners. Can you then blast away the FORT?

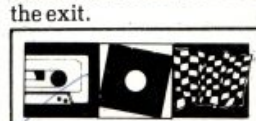
FRANTIC FREDDIE
Audiogenic
£8.95 (cass)
£12.95 (disk)

This ladder – maze game offers 16 different levels to ensure that treasure collecting doesn't become too easy. Ten separate tunes enhance a challenging runaround which demands a strategic approach – learn the movements of individual chasers.



FRED
Quicksilva
£7.95

Explore the catacombes beneath an Egyptian burial chamber. Scroll the screen in four directions as you climb ropes: dodge acid drips; pick up bonus treasures; shoot mummies, ghosts and skeletons; pick up more bullets; and search for a bomb to blast open the exit.



FRENZY
Micro Power
£6.95 (cass)
£9.95 (disk)

Basically this is STIX with highbrow music. Only two colours, red and green, are used but the "energy bundles" and pursuing particles increase in number with the level of play. The rules are the same as the Super Soft game except that 95% of the screen has to be claimed OR you can frazzle the STICK by trapping him in a zone flooding with

colour. Very slick presentation.

GALAXY
Anirog
£7.95 (cass)
£9.95 (disk)

GALAXIONS, with the ability to decimate the battle fleets AS they are forming. 100 screens with bonus frames sprinkled about. The mother ships may attempt to "beam you up" – however if your next laser blaster destroys the relevant mother ship you gain double fire power. Very good.

GLUG GLUG
CRL
£7.95

Nothing wrong with the idea but the implementation is terrible; for example when your diver unleashes harpoons they reappear on the opposite side of the screen. For those interested you are required to pick up treasures from the sea bed and deal with the voracious aquarium escapees. The sound is dismal.

GRABBER
Microdeal
£8.00

Ten screens of double – maze action. You may switch from one t'other as you attempt to colate the tokens in the central reservation. Bonus screens – alien free – occur once in a while. Good game – good music.

GRID TRAP
Sumlock
£8.95

Plan your speedy trek across the trapdoors with care as you race to defuse the bombs, you need to have a clear dash to the next time bomb. Bovver boots to elude and bonus flags to pick up. A fast action tactical game.

GRIDRUNNER
Llamasoft
£5.00

Orange grid, cyan droid-pedes and yellow pods incubating to release white bombs; a colourful arena for your green interceptor to operate in. You can hear the invaders squeak amidst the general cacophony. 20 zones for the purist zapper to fly his deadly craft. Utterly habit forming – NEVER to be outdated.

GUARDIAN
Alligata
£7.95

A full featured implementation of the arcade mega hit – defender landers, mutants, baiters, swarmers and mini layers they are all here ready to take you on. If you only buy one space game it must be DEFENDER. This version will see you through – hard to fault it.

GYROPOD
Taskset
£6.90 (cass)
£9.99 (disk)

Two screens of space combat. Zip your gun turret around the rim of your mother ship and blast the UFOs: nip down to the alien's planet and filch supplies, stunning meanies with a hand gun. On your return complete the anihilation process, thus also destroying their planet then pass on to 3 more civilisations, each with different space ships, to continue the mayhem.

HANDICAP GOLF
C.R.L.
£7.95

The best, most user friendly golf simulation I have seen, 80K of code to take care of all the variables such as wind speed and direction, choice of clubs, angle of shot and the 19th hole. You walk across the course, taking note of the bunkers, and other obstacles.

HARD HAT MACK
Ariolasoft
£9.95 (cass)
£12.95 (disk)

Life is tough on the construction site. All you've got to do is complete the building . . . but there are one or two obstacles, like: the neighbourhood punks, building regulations, and falling bodies.

The punks don't like what you're doing on their street, and they'll stop you any way that they can. The building inspector is looking for any excuse to close down the site. And don't forget – falling bodies can cause a lot of damage!

There are six levels – and skill's what you'll need plenty of!

HAVOC
Dynavision
£9.95

Good 3D graphics with diagonal scrolling. Squeeze through gaps in towering, variously hued walls as you direct an interceptor in seach of cruise missiles. Magnetic mines and smart bombs make a difficult game virtually impossible as the shock waves from explosions hurl you hither and thither. Zaxxim is far better.

HEATHROW AIR TRAFFIC CONTROL
Hewson Consultants
£7.95

As the title suggests, this is a "sensible" program. Assimilation of the jargon is a must in order to be "on top" of the 3-part screen display. There is a radar screen, a stack display which tabulates relevant info. for the aircraft being held around the four beacons, and a panel for sending tokenised radio messages. 8 levels includes a demo mode. Exhaustively done.

HELL GATE
Llamasoft
£6.00

For all those with excess nervous energy. Control a battery of four guns moving around a box. Pummel the warping-in aliens with curtains of laser bolts but try to avoid the goats. Study the behaviour of alien forms, beware of the pods and practice, practice, practice. Automatic smart bombs!

HEXPERT
Anirog
£7.95 (cass)
£9.95 (disk)

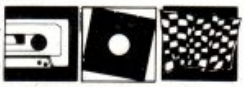
Hop from ledge to ledge eventually changing the pyramid's colour completely dodging a coily snake and two bouncy balls with a chapie in specs signing on later.

HIGHNOON
Ocean
£6.95

A full perspective shoot-out western style which allows you to hide in the bank or saloon. Prevent the bandits from robbing the bank and abducting the women. Beware of outlaws with dynamite and show respect for those on horseback. The climax is a showdown at the Hole in the Wall.

HOOPER
Calisto
£7.95

Crazy Painter in disguise. Run away from the chasers as you visit every nook and cranny of a grid. Peculiar music on this version but overall an enjoyable game.

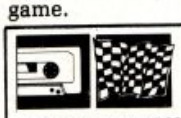


HOUSE OF USHER
Anirog
£7.95 (cass)
£9.95 (disk)

Before you get to the treasure chamber and the mystery rooms there's the small matter of eight rooms to pass through. Each has its' own set of nigh impossible hurdles to surmount. The rooms may be selected at will enabling you to keep plugging away until you get it right. Only for experts in need of an outing. The pounding pistons, cannon balls, monsters and company are waiting.

HOVER BOVVER
Llamasoft
£7.50 (cass)
£9.50 (disk)

An original chase game. You've borrowed a neighbour's mower: he wants it back; there's a confounded dog running around; the gardener is very touchy should you step on his beloved flower beds; and there's sixteen lawns to mow before nightfall! Quality game.



HUNCHBACK II
Ocean
£7.95

A platform game given a distinctive treatment. Accurate joystick control endows Quasimodo with athletic prowess. Work through five stages, picking up small bells to earn the right to make the big'uns peal. Ropes, hooks and moving platforms help you get about but bats, axes, fire balls, bouncing cannon balls and clockwork machinery are a definite hinderance.

HUSTLER
Bubble Bus
£6.90

Six variations of pool to provide endless entertainment for the non-zapper; rag time music too! One of my favourite programs, featuring all the problems and laws of physics associated with the actual game. You don't need experience of the real thing in order to play.

INDIAN ATTACK
Anirog
£7.95

Written for the Stack Light Rifle with allowance for a joystick. The setting is a log cabin with six palefaces trapped inside. Shoot the redskins off of their horses as they race past, then prepare to repel the scalping party. Best with the rifle.

JAMMIN'
Taskset
£6.90 (cass)
£9.99 (disk)

Exemplary beat music in a very unusual game that has you collecting musical instruments from 20 "Ludo" – style boards, each equipped with moving pavements. Unusual and very distinctive well worth a looksee.

JET-POWER JACK
Micropower
£6.95 (cass)
£9.95 (disk)

Five screens of delicate manoeuvering demanded as you negotiate space garages populated by restless meanies. Work your way from one side to the other, then back again, having picked up a fuel pod. Virtually everything is deadly to the touch.

JET SET WILLY
Software Projects
£7.95

There is a reasonably painless protection code with this program which was, of course, very popular on the Spectrum. Not too keen on the graphics but the game has plenty to offer to nimble joystick fingers. Willy must collect all the debris from a binge before he retires: this entails searching ALL of his vast mansion and surmounting many hurdles.

JINN GENIE
Micromega
£8.95

An Arabian nights saga with a shoot up on the first screen followed by 3 frames of maze action, where ultimately you rescue a captive wise man and imprison the evil genie in a jar. O.K. on the first few outings but hardly a winner.

JOHNNY REB
Lothlorien
£6.95

A WAR GAME focusing on the American Civil War – one small action to be precise. Gain the upper hand in this tusssle for a river crossing. Position your cavalry, infantry and artillery then commence to slug it out. The actual battlefield conditions vary with each session. Develop skill in manoevering your forces.

JUMPIN' JACK
Sumlock
£8.95

THE "FROGGER" – the other versions are obsolete. Full perspective graphics, dripping with colour and optional music. As many characters as you could wish to meet/avoid down by the river bank.

KAKTUS
Supersoft
£8.95

Protect your cactus home from the ravages of wasps. Spray the shot about with gusto and be ready to avoid the bouncing buzzard-eggs. There is a sly mole who will attempt to block your burrow. Not bad.

KNIGHTS OF THE DESERT
U.S. Gold
£14.95

Here's your chance to see how you shape up as a General in a real battle! The pages of history record the triumphs and failures as Eisenhower, Montgomery, Rommel and Von Rundstedt battled in Europe and North Africa.

But with a clear thinking strategist like yourself in command the historians might have a different story to write.

U.S. Gold have released four war games which can allow you to re-write history. Knights of the Desert pitched the British forces of Montgomery against the might of Rommel and his Panzer Division in the legendary North African campaign of 1941.

Battle for Normandy commences on D-Day, June 6th 1944 and re-enacts the Allied Forces attempt to smash Hitler's Atlantic Wall.

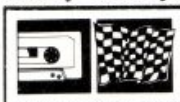
Tigers in the Snow reconstructs the famous Battle of the Bulge as in 1944 the Panzer Divisions of Von Rundstedt try one last gamble in a desperate bid to halt Eisenhower's advancing Allied lines.

KOKOTONI WILF
Elite
£6.95

Feather-powered flight is never easy; the obstacles in this program make it a lot harder. Collect all the tokens in a time zone, scrolling above and below ground, to advance to the next age. Exasperating stuff for the non-specialist unless you are prepared to put in a lot of practice.

KONG
Anirog
£7.95

A black screen with large characters giving less room to move. Absolute precision is essential with this version. Screen one – jump the barrels. Screen two – keep out of the oven and avoid the pies. Three – evade springs and use the lift. Finally – destroy Kong's lair.



KONG STRIKES BACK
Ocean
£7.95

A worthy sequel to the much-played favourite. This time KONG has moved to a fairground, so as you attempt a rescue expect to face cars hurtling down the Roller Coaster Springs, bouncing balls, hobby horses etc. are queuing-up to join in. Colourful, musical and good fun for gorilla wrestlers.

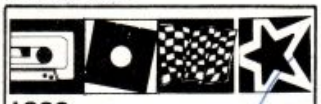
LASER ZONE
Llamasoft
£6.00

As the VIC version but with better defined multicolour graphics and a large pool of meanies to draw upon. Greater detail for the intruding pods too. This game allows for 4 variations of play – the combined two player team effort is great. Solo zappers need to be ace otherwise frustration will creep in.

LAZY JONES
Terminal
£7.95

Help Jones dodge his hotel duties and sneak off into a hidy-hoe where he can play video games. There's a micro in most of the 18 rooms, plugged into Egg Chuck & Co.;

you get to play them all if you can avoid the management. Super stuff, way out on it's own, brimming over with acrcade action. Clever graphics and trendsetting muzak. Brill.



LOCO
Alligata
£7.95 (cass)
£11.95 (disk)

Study the radar map of the railway tracks, switch lines to pick up fuel, rate the imminent arrival of bomb-dropping planes airships and nullify them with clouds of smoke. Deal with explosive trucks with a gash of red hot steam. Pictorially excellent, slinky scrolling and terrific action. Superb game play through five chugging levels.

LODGE RUNNER
Ariolasoft
£9.95 (cass)
£12.95 (disk)

You are a highly trained galactic commando deep in enemy Bungeling territory.

The Bungelings have stolen a fortune in gold and it's your job to recover the ingots from their underground store.

It's fast and furious with endless variations. An you can desing your own screens (disk version only) – no programming knowledge is needed.

MAGIC MICRO MISSION
Quicksilva
£7.95

Based on a T.V. show of the same name; hardly enjoyable to anybody except committed fans of the same. Screen one has you shooting alien craft – all must be dealt with before they reach the bottom of the picture. Screen two is a maze (inside a micro) where you have to collect white chips while avoiding black chips & registers.

MANIC MINER
Software Projects
£7.95

THE classic platform game with all the stuff that mega challenges are made of. Jump with aplomb, trip over the pansies, outsmart the robots . . . ever onwards through the mine, collecting the keys to reach the next shaft. Very playable.

MATRIX
Llamasoft
£6.00

Change the red grid to blue and we have a faithful translation of the VIC game. Clear the grid of space pedes and friends to advance to a screen and try to fathom out the mystery bonuses.

MAZIACS
DK'Tronics
£6.95

Great maze game. Fight the giant crabs, find food, grab swords and ask chained prisoners the way to the treasure. You only see a small section of the maze at any time (more if you press V) so this is more of a 'thinking game'. Three levels of play to really test your tactical ability.

MEGAWARZ
Paramount
£7.50

Classy music throughout this journey through the solar system. You only get to progress after despatching the fearsome fighting fleet blocking your path. For a bonus interlude, pick up the astronauts before they mutate to cosmic jellyfish. Almost 'delicate' action, not a raw blast.

METAGALACTIC LLAMAS BATTLE AT THE EDGE OF TIME
Llamasoft
£6.00

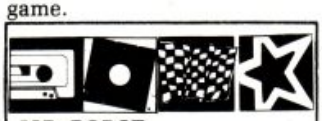
As the chosen one, you must squelch the dangling cosmic spiders and/or bust their threads with accurate spitting, using ricochets off the screen edges or the movable force field, to reach those awkward places. Things get really tricky should any reach ground level and become crawling green weevils. Zingy stuff.

MICRO MOUSE GOES DE-BUGGING
Lothlorien
£6.95

It had to happen – see off the bugs, collect the missing (flashing) letters for the program and watch it RUN. The programs, within the program, get progressively more complex as does the arcade action. Certainly unusual.

MR. DIG.
Microdeal
£8.00

As you tunnel through the earth to reach the cherry orchards, bop the monsters with your bouncy ball or hew out a shaft so that falling apples may crush them. Beware of powerful mutants – why not grab the bonus object to freeze them. A quality fun-game.



MR. ROBOT
Beyond
£8.95 (cass)
£11.95 (disk)

A 'LEVEL' game with plenty of zany apparatus to amuse, puzzle and frustrate all and sundry. 22 obstacle courses with the power pills packed away here, there and everywhere. Rows of fizz bombs, highly elasticated trampolines, jump further magnets and aliens cunningly assembled. The FACTORY screen is a do-it-yourself construction feature allowing the player to customise his own hurdle teasers.

MR. SPEEDY
Omega
£1.99

This game relies on speed for its possible appeal. Race over the stepping stones, avoiding the random traps, to change their colour from yellow to blue: the sequence necessary varies with each screen. From level four jelly blobs float across forcing you to re-route. I imagine the tempo continually quickens. Note the price.

MUTANT MONTY
Artic
£6.95

A familiar format: guide Monty through 40 rooms/mazes each with a complement of deadly moving sprites ranging from blinking eyes to enraged toilets. One room is said to reflect the internal architecture of the CBM 64. The ultimate objective is the rescue of the fair damsel but in the meantime you have to grab all the gold in each sector to prize open the exit. A perky tune and interesting, theme-room layouts. This game joins the queue.

MURDER ON THE ZINDERNEUF Ariolasoft
£11.95 (cass)
£14.95 (disk)

Agatha Christie-type murders on board a Zeppelin.

Someone's going to get away with murder unless you solve the mystery before touch-down.

You can be any one of eight famous detectives trying to find out who killed one of the 16 passengers on board.

You can ask questions, hunt for clues and make accusations. But you've only 36 minutes!

M.U.L.E
Ariolasoft
£11.945 (cass)
£14.95 (disk)

Up to four players have to establish a community on a distant planet with the help of a mule-like machine. M.U.L.E = Multiple Use Labour Element.

Economics, climate and environment are all factors you have to juggle as you struggle to get your settlement going.

NEOCLYPSE
PSS
£7.95

Four separate zones of gaudy architecture to scroll through, picking out your enemies in

their radar posts and zapping them from the safety of a space ship. Not for long; aliens zoom in to offer combat. All four planets must be pacified. Super smooth scrolling.

ORPHEUS IN THE UNDERWORLD
Sterling
£6.95

PITFALL decorated by heiroglyphics and featuring the 'CAN-CAN'. 120 screens of rolling boulders, floor traps, poisonous plants, sows, flying birds and fireballs below ground. Pick up the treasure and gain confidence in swinging on a rope and scuttling past vanishing ponds.

ONE ON ONE
Ariolusoft
£9.95 (cass)
£12.95 (disk)

Sports simulations have always proved the most difficult games to make playable on a computer. Hardly any, with the possible exception of International Soccer, have managed to capture the atmosphere and tension of a real sporting event, not to mention the fine control and manoeuvrability that is vital to this sort of game.

One on One, an American Basketball game, qualifies as one of that rare species – the convincing sports simulation.

It was designed and written with the help of Larry Bird and Julius Erving, two of the USA's best Basketball players. And it shows.

Each of the player's characters has to be moulded on either Bird or Erving. So, depending on which of the two you choose, your shooting and defending abilities will be different.

NURSERY NIGHTMARE
Cable Software
£7.50

Try not to let the baby crash to the ground as you set off in search of milk – side step the moving nursery paraphernalia which contraflows and whizzes in the higher levels. Oh yes, the milk starts to dodge about too: meanwhile baby is tumbling floorwards.

OUTBACK 64
Paramount
£7.50

Protect the baby kangaroos from the decending swagmen. Zip up and down a pulley system popping the would-be abductors' balloons, watching out for their boomerangs. Screen two has you ripping parachutes while in the last frame the swagmen are floating skywards aiming to push a rock on your head. Good music.

OPERATION WHIRLWIND
Ariolasoft
£11.95 (cass)
£14.95 (disk)

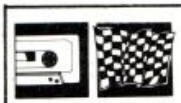
You're commander of a World War Two armoured task force with the objective of securing a city 15 Km and two rivers away.

The enemy – and the terrain – are very hostile. You need a skilful combination of action and strategy to secure your goal.

With four skill levels, an individual game can last up to three hours.

PARAS
Lothlorien
£6.95

In this WAR GAME you direct a small group of commandos (15) with the objective of blowing up a bridge. The weapons your men carry are selected with due consideration for the twin tasks in hand. Two games – long and short versions with ten levels of play. Plenty to consider.



P.C. FUZZ
Anirog
£7.95

A 3D street-scene game in which the copper on the unicycle nabs the villains and recovers the loot employing his truncheon as a boomerang. Our hero has to avoid: drunks on cycles, punks on pogo-sticks and homing bombs. Scrolling screen of course.

PENGON
Microdeal
£8.00

This time round red sealions are the crushables in a PENGY lookalike. You get a sea shanty for an accompanyment in this average game. You can buy better.

PESKY PAINTER
Super Soft
£6.95

The best Crazy Painter? Fox the guards as you travel round the grid cleaning away the grime from the squares. When all the squares have changed colour partake of the bonus phase before you change into a paint brush. This time round each square delineated has to buff up to a previously painted one – tricky! Very good music.

PETCH
Anirog
£6.95 (cass)
£8.95 (disk)

Currently the best "take home" version of Pengy. "Popcorn" accompanies your attemps at crushing the chilly-chasers with ice blocks: destroy their eggs too. Make use of the electrified perimeter fence to stop them and find time to line up 3 diamonds for the all important bonus. Pleasing graphics.

PILOT 64
Abbex
£7.50

Pilot 64 comes with some impressive credentials. It was written by a pilot, and based on a real aircraft – the Leander 454 – which you must fly and land at a simulated Norwich airport.

You use the map displayed at the start of each game to fly a circuit around Norwich, negotiating various hazards – including a military air zone.

The instrumentation is the most impressive thing about the game – which has apparently been praised by pilots for its accuracy.

Overall, Pilot 64 isn't really in the same class as Solo Flight or Flight 747 when it comes to playability. Pilots may like it but I'm afraid, for this reviewer, Pilot 64 will remain grounded.

PLUMB CRAZY
Terminal
£7.95

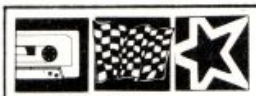
Plumb-in a pressure-relieving pipline to a bulging boiler, using various elbow joints and straight lengths. Plan your route through 99, boulder-strewn courses using the limited supply of dynamite sparingly. There is a time limit of course and a refugee ghost from Munch Man to plague you.

POSTER PASTER
Taskset
£6.90 (cass)
£9.95 (disk)

Paste up 12 advertising hoardings and deal with interlopoing, unlikely creatures. You have to select the right section of the ad and fix it in the correct position else it won't stick. Well drawn street scenes – original idea – compulsive play.

PSI WARRIOR
Beyond
£9.95

A sci-fi fantasy of the highest order. Superb perspective graphics, challenged only by the degree of control you are able to excerise over the gladiator on his hover-skate board. His task is to venture through the corridors and levels of a silo, inhabited by nebulous beings: these he nets in order to absorb their energy. Gaining in power and aplomb he descends to the lair of the SOURCE making use of his newly earned powers of levitation, teleportation, psychic scanning and invisibility, for the final showdown.



QUO VADIS
The Edge
£9.95

Blimey, 1200 odd screens of arcade adventure. Acres to explore guardians, to destroy

with your light-sword, deft rope climbing demanded here and there and lava pits to jump daintily over. You will admire the decor but will be most interested in finding replenishments for sapped energy. Nimble stepping and dogged determination may eventually enable you to discover the needle in the haystack and liberate humanity. Admirable for hooked devotees of the genre.

QUINX
Supersoft
£6.95

You are standing on a sheet of A4 paper, probably in a nightmare. On either side of the sheet is a bottle of TIPPEX and QUINX. Ink worms crawl across the sheet till they reach the other side when they start chomping away like mad, finally exploding. You may stomp on them and erase the "go faster trails" of ink with your correcting fluid. Whenever the ink supply runs out, up pops the next screen, with different colours of course.

RAID ON BUNGELING BAY
Ariolasoft
£9.95 (cass)
£12.95 (disk)

The Bungelings are at it again! This time they've built the ultimate 'Doomsday Machine' – it's programmed to crush civilisation, and only you can stop it.

You have to destroy six factories. Your helicarft is fast – but vulnerable. The Bungelings are waiting with weapons you've never seen before.

'Raid On Bungeling Bay' features realistic helicraft control, a 306° scrolling screen and a parade for the victor with newspaper account of the raid.

REVENGE OF THE MUTANT CAMELS
Llamasoft
£7.50 (cass)
£9.50 (disk)

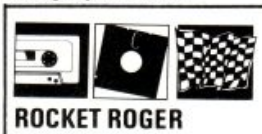
Essential arcade education. Spit and jump your way through 42 waves of zany creatures. After lolloping a set distance through the desert, the next odd bods roll in, plus your shield strength is upped. Frantic firing, jumping and ducking is compulsory with due respect paid to varying attack formations.

REALM OF IMPOSSIBILITY
Ariolasoft
£9.95 (cass)
£12.95 (disk)

You'll need a friend to get you to the deepest part of the darkest dungeon in this mind-gripping program.

All sorts of nasties are out to get you – snakes, giant spiders, zombies and packs of 'ugly, vicious little round things'!

There are 13 (lucky-for-some) dungeons, 129 different rooms, four skill levels and a two-player mode.



ROCKET ROGER
Alligata
£7.95 (cass)
£11.95 (disk)

This convincing jet-pack simulation gives you the ability to explore 30 zones and work out how to evade the guards to collect 99 crystals. Plenty of hurdles to surmount: precision flyers only, need apply. The four-way scrolling window compels you to see what is just around the corner.

ROOMLORD
PARAMOUNT
£6.95

Exemplary musical soundtrack in this arcade adventure. Retrieve your rightful inheritance from 16 rooms jam-packed with imaginative nasty sprites and silly-Billy traps. Stealth and bursts of speed may see you through.

SAM'S JAM
Abrasco
£6.95

Plenty of good music, full stop. The actual game entirely thwarted my attemps to get past screen one – it may be possible but goodness knows how. In theory you are patrolling a jam factory keeping down the rodents and eating jam on the side. Can anyone do it?

SCRAMBLE
Anirog
£7.95

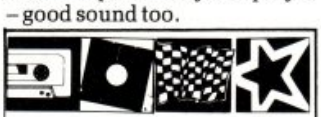
A nifty version of the familiar favourite with six colour-coded sectors. Rocky terrain, UFO cave, meteor storm, rocket city, maze and power base. Dead smooth, easy glide scrolling, pulsating sonics.

SCARPER
Lothlorien
£6.95

A very large tongue in a mega cheek shoot 'em up. Escort ten unfortunate games writers across a zany surface of a hostile planet. Use your interceptor to shield them from the weirdest sprites the 64 can muster. Will they reach the rescue ship? Who cares – the action is continuous, inviting many a journey over the scrolling landscape.

SEE-SAW
Quicksilva
£7.95

From a very convincing demon's castle, the monster in chief is hurling very colourful masonry in your direction. Dodge about on your see-saw, shuffle the blocks and harness the energy in the falling chunks to return the salvo. The green guardians will catch anything – so await a suitable gap in their ranks till you soar over the castle yourself on a rescue mission. Enjoyable because the laws of physics are manipulated by the player – good sound too.



SHEEP IN SPACE
Llamasoft
£7.50 (cass)
£9.50 (disk)

SHEEP MAY SAFELY GRAZE – if they get the time: nevertheless munch you must, to replace vital shields and keep body and soul together. Bop and blast freaky aliens as you fly and work over your planet's scrolling surface: prevent CHARGE CARRIERS from transporting energy to the fiendish PLANET BUSTER. 48 stages laced with special effects.

SHOW JUMPING
C.R.L.
£7.95

If you INSIST on imitating Horse of the Year then buy it, otherwise stear clear. I found it impossible to judge where I was in relation to the fences – practice would improve this situation BUT what is needed is DIAGONAL SCROLLING.

SKRAMBLE
Mushroom
£6.50

Currently my favourite variant of the genre, with a spitting-frog zone apart from the standard sectors. Extra ground targets and sumptuous colour displays do not detract from the all important task. 'Paint it Black' can be toggled by blasting the quaver.

SLURPY
Creative Sparks
£7.95

A suck-'em-up, for a change. Imbibe the blue glow bugs via your vortex but spit out the red ones: look out for yellow editions which give a measure of protection against the creepy crawlies in the cave. Clear each cave of its complement of tasty morsels before you get caught in an earthquake!

SOLO FLIGHT
U.S. Gold
£8.95

A classic flight simulation game for the Commodore 64 which became the best selling program of its type in the United States.

Instead of being given a pilot's eye view, the player can see the plane he is flying making it much easier to learn how to play the game and see which direction you are moving. Unlike the majority of flight sim's, Solo Flight's graphics are excellent, allowing the 'pilot' to get on with the job of

flying rather than deciphering a mess of lines on a TV set.

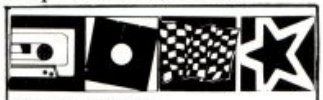
A real must for the arcade and flying enthusiasts.

SON OF BLAGGER
Alligata
£7.95

Entirely distinct from the Blagger. The screen is a window on a massive complex of slides; dead ends; disappearing floors; tread mills; elevators; and roving, untouchable security creations from the sprite generator. Puzzle your way through 12 rooms, collect the keys to escape before the air turns foul. Rag-time music thrown in. Fascinating, for double jointed hurdlers.

SORCERY
Virgin
£7.95

Thunderclaps and classical music: eerie stuff for an action game with several puzzles to solve. Pick up and use various objects and potions to clear your passage to Stonehenge. It's all part of the race to "get it right" and free the world from the powers of darkness.



SPACE PILOT
Anirog
£7.95 (cass)
£9.95 (disk)

Trade bullets with bi-planes, prop fighters, jet interceptors helicopters and UFO's. Loop the loop as you down 56 aircraft and wipe out the squadron leader to earn promotion to the next time zone. 4 way scrolling and convincing sound.

SPEED DUEL
DK' Tronics
£5.95

In this 3D race track game you appear to be directly following your own car. there is another formula-one racer on the track; you can designate his speed (stationary for practice runs) and select whichever circuit takes your fancy. The mountains and clouds "move" in response to your steering.

SPITFIRE ACE
U.S. Gold
£12.95

U.S. Gold also have two other flight simulations in their range apart from Solo Flight and Blue Max.

In the frist, Spitfire Ace, you are a young pilot flying a Royal Marine Spitfire fighter during the blitz of London during the last war. The game includes really incredible 'out of cockpit' three dimensional graphics. Spitfire ace has fourteen different missions to choose from, ranging from easy to suicidal. AND up to four players can fly at the same time.

The second, F-15 Strike Eagle, is a realistic simulations of the US Air Forces most sophisticated bomber. Dog fights, airbourne radar, surface to air missiles, ground target bombing and aerobatics are all included.

A Head up display – a view from the pilots seat – combines well with the 3D graphics to give a treat to arcade as well as simulation fanatics.

SPITFIRE ACE
U.S. Gold
£9.95

An easy to get-to grips-with, all action flight simulation in which you pilot the world's most romantic fighter. Nine combat scenarios with three difficulty levels. Essential, bare instrumentation, leaving you to concentrate on flying, shooting and improving your technique. Though the graphics are "saw-edged' your environment is realistic enough to give the feel of looping-the-loop and rolling. The enemy can spit back to make every shot count. If things get too bad there remains the bailing-out option – something else to practice.

STAR COMMAND
Super Soft
£6.95

Smash the perils from deep space before your energy is drained away. Full frontal 3D action – face meteors and black alien drone craft with your yellow plasma bolts. Between attack waves you repair your ship with the energy blocks credited for good shooting. Tough.

STARBASE DEFENSE
Anirog
£7.95

A formation of space craft is hovering above a force field. Shoot them with your Stack Light Rifle, or gun sight if you're using a joystick, as they peel off and transmute into bombs. Prevent the destruction of your base and try to bag the mystery target.

STIX
Super Soft
£8.95 (cass)
£19.95 (cart)

Hem in the bundle of energy and create a colour pattern to boot! Hypnotic sounds emanate from this unusual game as you proceed to claim 75% of the screen. Each time the cursor makes contact with a line means that you have captured a part of the screen which is promptly coloured in. More points and a different colour if you use 'slow' mode. Each level makes use of a separate colour scheme. Unusual.

STOCK CAR
Micro Power
£6.95 (cass)
£9.95 (disk)

Six tracks with 4 cars to create slipping, skidding, bumping action. You just steer and select the correct gear. As much fun as you make it.

STRIKE FORCE
Bubble Bus
£6.90

Bound to be compared to Beach Head as it is a war simulation. Scour the skys by scrolling the picture and down helicopters by aiming and ranging your gun. Move on the engaging bombers, in a different setting, and finely ward off enemy ground forces. No substitute for B.H.

STRIP POKER
U.S. Gold
£8.95

Strip Poker, as the name suggests, is a computer version of the card game that everyone has heard of – but few have had the good fortune to play.

The player is challenged to pit his wits, and clothes, against two beautiful women poker players.

It takes several hours to finish a game, the result is hardly worth looking at, unless you have a vivid imagination. Personally, I'd advise you to stick at making dirty words up in Scrabble.

STRONTIUM DOG
Quicksilva
£7.95

A mutant bounty hunter has to blast his way across the bad lands of a way-out planet. Also armed with dazzle flares and time warp bombs he will need to avoid prickly vegetation apart from out-shooting desperados. Various energy objects have to be acquired or he will fade out. Fast, furious – ideally suited to fans of the actual character in the comic 2000 AD.

SUMMER GAMES
Quicksilva
£9.95 (cass)
£19.99 (disk)

A cross section of the Olympic bonanza starting with the opening ceremony 64 style. Pole vault, diving, 4 x 400-meter relay, 100 meter sprint (this is the only strenuoux joystick action in the range), gymnastics, freestyle swimming relay 100 metre freestyle and finally skeet shooting, all using reasonable control functions, leaving the competitor to perfect his skill. The various animations have been thoughtfully composed and arranged to give a top flight simulation for the sporting buff. Eight players may choose to represent any of 18 nations and hear the relevant national anthem at the awards ceremony. Really is state of the art software.

1
SUPER GRIDDER
Terminal
£7.95

An enjoyable "colour-in-the-squares" game with two scorpions in pursuit: it is said that they are joined by colleagues in the later stages. Eight separate grids to perform on. To help you, the fire button creates a temporary hole in the grid to deflect your pursuers. Very playable.

SUPER PIPELINE
Taskset
£6.90 (cass)
£9.99 (disk)

Keep the water flowing through the pipes to fill the barrel. Escort the plumber and protect him from the nasties as he clears the blockages. Best to deal with the plug droppers, spiders and lobsters before they intrude on the network. Good music.

SUPER SKRAMBLE!
Terminal
£7.95

White background, that's unusual! This makes the graphics appear less plush. Eight sectors: free bombing run; launching rockets; twisting cavern: meteor storm (could be better); cavern with space octopuses: rocket city (slight flicker); maze: and the target. All stages display orange geology.

SWOOP
Micropower
£6.95 (cass)
£9.95 (disk)

Face hords of raptors (3 types) arranged a la Galaxions and admire the top notch explosions. The shrill cries will wear you down eventually but the intro music is mighty fine. Any mega-birds that your laser base fails to intercept lays on an explosive egg thereby temporarily restricting your movements. Non stop action.

TAPPER
U.S. Gold
£9.95 (cass)
£14.95 (disk)

Keep slinging down glasses of liquor to a motley collection of customers. To satisfy the boozer and get them out of the saloon is your aim. Almost as fast as you pump out the drinks they slide back – don't let them smash on the floor nor supply refills too quickly. Four bars to cater for with four separate screens each with its own set of characters: cow-punchers, sporty types, punks and space creatrues. Between screens there's a bonus round: A geezer shuffles 6 cans of soda after having shaken five – pick the right one for a bonus – the wrong for a facefull of spray. Good colour, animation and sound.

TAZZ
Bubble Buss
£6.90

Fight bugs and fancy sprites in ten separate frames before the advaning walls crush you. Point grabbing bonus screens are thrown in as is a natty tune. Enjoyable action for commited zappers in a very well presented program.

THE EVIL DEAD
Palace Software
£6.99

A well presented skit of the well known film. Try and keep the evil spirit from entering a creepy shack, as it will mutate your chums into green monstrosities which split up into dismembered sections if you shoot them. Plausible to suscepticle minds by virtue of the preamble and moody music.

THE PIT
HES
£9.95

Rob the diamond mines and ignore the guardian robots but you might well beware of falling rocks. The only tricky bit is the fliching of gems from the inner sanctum as needles tend to fall from the ceiling. Avoiding the slime monster is a non event as you make for the safety (ha ha!) of your space ship. Dreary and pathetic.

3D GLOOPER
Super Soft
£8.95

A 3D pink-brick maze which you push around munching pills with the occasional POWER variety providing you with temporary ascendency over the monsters. Yes – MUNCH MAN in perspective. Could make you dizzy.

3D LUNAR ATTACK
Hewson Consultants
£7.95

At the crossroads, being part simulator and part perspective sci-fi combat. Lacking the immediate impact of an out-and-out arcade action shoot-up, satisfaction grows with greater familiarity. Switch between map and full-frontal mode and choose between long range missiles and lasers. A very creditable attempt at portraying a 3D lunar landscape. Instrument readouts, of course.

3D TANX
DK'Tronics
£6.95

Elevate your gun barrel to obtain the right trajectory of fire: gain an appreciation of ballistics as you try to immobilise or destroy the tanks trundling across a bridge. Expect return fire. Several options of play.

THRUSTA
Software Projects
£7.95

Propel the dumpy shuttle craft through the network of platforms pushing boulders onto hatching aliens. The egg-guards may be shot but only crushing will vanquish the aliens. Each screenful of nasties behaves in a different way. Software protection code is used . . . bit of a drag.

TOM THUMB
Anirog
£7.95

T.T. has decided to explore a pyramid: there are 6 separate labyrinths wherein, each of which obliges T.T. to collect eight keys and open the same number of locks. Only then will you have outsmarted the cunning designer of the labyrinth. The four-way scrolling screen is a window on a small section of the chambers: F5 gives a complete plan. Springs, slides, ladders and roving guards are part of the six – fold challenge. Hours of intrigue for LEVEL revellers.

TRAFFIC
Quicksilva
£7.95

An Acrade/strategy program, very absorbing – highly novel. Quite simply you control the traffic lights in an area of a city the object being to prevent hold ups. Even with the benefit of a bird's eye view, screen tow isn't easy. Recommended as "something different". Everyone will believe it's a piece of cake – till they try.

TRASHMAN
Quicksilva
£7.95

Suburban life is reflected here: as a dustman you must follow the garbage van, nipping up pathways and humping bins to be emptied then replace them, perhaps doing bonus tasks on the side for householders. The van moves on, there's a busy road to cross, dogs to avoid, a schedule to keep to and more bins up the road. Good, aerial-view graphics, realistic animation and fair sound in an unusual game. One of the best games of 84.

TRIAD
Sumlock
£8.95

A sort of 3D Galaxions with impressive meanies followed by a shower of colourful meteors. Line up your gun-

sight hyper quick and keep pumping. Bach, if you want it, if not satisfied with explosions.

TRIPLE TOURNAMENT
Terminal
£7.95

Three two-player games on one tape. The familiar western shoot-out has an ace rocket race game (very good, surge through a tunnel popping barriers and avoiding asteroids) and a "shoot the kamikazes" effort for company. Not to be confused with the silly 150 game compendium packages.

TURBO 64
Limbic Systems
£7.95

Formula 1 simulation with two tracks to race around in glorious 3D. Competent in every way regarding the nitty-gritty but utterly ruined by the security code – an eye – straining colour grid. Anyway, you get a driver's eye view plus all the necessary controls.

TURTLE JUMP
Romik
£6.95

Mastermind an ant's journey over the seas by hopping on the back of slippery turtles. Stop off for food (bonus fruit) and steal the treasure. Travel home again hopefully avoiding the crocodile. Learn to utilise logs and magic islands. Offbeast sonics in a very individual game.

1
WILD FIRE
Supersoft
£6.95

Fire-raising robots intend invading 9 buildings (mazes); this leaves you with the job of dealing with the conflagrations with extinguishers and fire breaks, while searchng out and destroying the droids. Bonus screens between each building keep up the tempo in this panic inducer. Very apt sonics.

WORLD CUP FOOTBALL
Artic
£6.95

Real-time soccer action for up to nine players who may select any of the 16 teams: the 64 fills in with the others. Each match is short but at least you may wade through the tournament fairly quickly. A practice mode is available, to get accustomed to the action which is not a true reflection of the actual game.

ZAGA MISSION
Anirog
£7.95

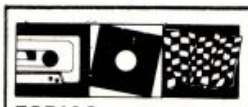
Refined graphics with diagonal scrolling. Pilot your chopper through a perspective maze, picking out openings in walls and being ever aware that the portals may close if the mood takes them. A high degree of 'perspective awareness' is called for; experience with ZAXXON wouldn't go amiss either. A well presented dexterity tester.

ZAPPY ZOOKS
Romik
£6.99

A PAC MAN clone with a high degree of customising allowed, which is it's strong point. BUT it ain't the same with ghost substitutes. 15 levels and up to 6 chasers with a choice of joystick modes tossed in.

ZAXXON
U.S. Gold
£9.95 (cass)
£14.95 (disk)

The licensed version. Diagonal scrolling, shadows and perspective graphics add up to a 3D presentation. Slip through gaps in the walls and force fields, shoot the missiles and bomb the ground targets. After the outer space conflict you get to confront the giant robot – ZAXXON.



ZODIAC
Anirog
£7.95

A shoot'em-up for astrologers. Venture through umpteen passageways shooting frenzied freaks and grabbing the sacred signs. When they have all been collected you have to retake them from super-demons in their own lair, with the aid of fancy footwork.

ZYLOGON
PSS
£6.95

A ZAXXON cover job. You have to battle through many fortresses before confronting the robot. The space battle screens are a bit weird. The programmer has chosen to give the floor a very distinctive, bold pattern. Really challenging.

FOR THE VIC

ABDUCTOR
Llamasoft
£5.00

A barbaric space combat, best described as being fast and getting faster. Based on COSMIC KIDNAP it has you zinging shots at formations of aliens snaking and streaming after the humanoids under your protection. For each successful abduction there's an explosive skull tossed your way. Defend your mates and earn an extra stage for your laser cannon; that's when the action really starts.

ANDES ATTACK
Llamasoft
£5.00

With 8K you can explore Llamasoft's interpretation of DEFENDER. There are 10, pre-selectable frames, each requiring you to protect llamas from the clutches of landers: anihilate all the snatchers to move up a level. 5 UFO types plus mines to tangle with; smart bombs of course. Not easy.

ALPHOIDS
Romik
£5.99

Very, very loosely based on CENTIPEDE. Cyan space worms accompanied by green meanies wend their way to your space ship. Bust the worm and you are left with cosmic toadstools. Zap passing tankers to gain extra fuel but beware of the acid rain. Keep an eye on the warning guage: don't let your laser tubes overheat. "Star Wars" music too!

BATTLE GROUND
Omega
£1.99

Rain shots on the advancing, lumbering, armoured vehicles. Dodge behind your disintegrating shields and sally forth in your probe to form outlying fortifications: exchange close range fire while you are about it too. 10 selectable levels with several armoured waves. Easy to warm to – a test to play.

BOMBER MISSION
CBM
£4.95

After duly loading this 16K VIC game I chanced upon a succession of bugs – no one was interested. In theory the scenario is O.K. but buy it at your peril. Tough – could have been a good flight simulator.

BONGO
Anirog
£7.95

16K supports the expanded screen VIC version of the "64" game. One of the better VIC games.

BONZO
Audiogenic
£5.95

Good graphical presentation . . . expanded screen and bold convincing characters . . . in this ladder – maze game. Pick

up the boxes from under the noses of the big green BONZOs. Start off with two chasers and graduate to four. A good investment for 8K owners.

BRICKS
Palace Software
£5.99

Highly compulsive. Jump on top of the falling bricks until you reach the top. Avoid having your brains dashed out and remember you can only jump one step at a time. Isolated bricks may be moved and you can jump down without coming to grief. Enough to keep any basic VIC red hot.

CENTIPEDE
Atari Soft
£9.99

Plenty of sound with good use of the VIC's palette in this arcade standard. No facility for centering the screen.

CHOCABLOC
Paramount
£6.50

An 8K VIC version of PENGY set in a chocolate cold-store. Very hard to survive for long. Good mulitcolour meanies, SUPERB music to accompany the ice-block-sliding action. Crush the enemy, deal with their eggs and find time to line up 3 special blocks for a bonus.

CONNECT FOUR
Artic
£5.95

Sound implementation of the ancient board game. Play the VIC or a human opponent (they are easier to beat). Better use could have been made of VIC's eight colours.

COPS 'N' ROBBERS
Abrasco
£5.50

Five sheets of shoot-'n'-run shoehorned into the dear old VIC. Make for the lift to change floors, grab some diamonds, shake off your pursuers and repeat. Occasionally you have to return to your car to dump the swag and reload your pistol. Average entertainment.

COUNTDOWN
Paramount
£5.50

Evade the bullets and electric arcs in the first phase. Scramble through the jungle and finally grope through the sewers to collect the keys and make safe the time bomb. Three fairly testing mazes for the 8K VIC.

DODO LAIR
Software Projects
£5.95

A space zap for those who demand action on the frantic side of fast. Nine waves of aliens to penetrate, each composed of attack units in many forms. After each wave you get to pot the DODO. There is a shield facility and you certianly need it. Unusual opponents.

FALCON FIGHTER
Interceptor
£6.00

Non-flickering scrolling through 8 colourful stages in this SCRAMBLE style game. Apart from picking up fuel, ammo has to be earned by kappowing the relevant dumps. Missiles, meteors, bobbing saucers and space mines but no maze. Not easy, but enjoyable to connoisseurs of the genre.

FATTY HENRY
Software Projects
£5.95

Help the octopus to douse the flames in the oven before he is cooked by collecting drops of condensation. Beware of red hot spitting fat, oven foam and the kitchen dog. 10 separate screens on the basic VIC! Very good.

FIRE GALAXY
Anirog
£7.95

A 16K, expanded-screen, cousin of SCRAMBLE. Pyrotechnic explosions, howling winds with 8 stages to penetrate. Ground-to-air missiles, bobbing saucers; cannon balls; mine layers; a maze with guardians and of course ammo & fuel dumps. Anirog's pucka SCAMBLE – is superior.

GALACTIC ABDUCTOR
Anirog
£7.95

Formations of giant hawks fly about the expanded screen swooping on your humans. Weaken and destroy the captors, learn their flight patterns and deal with the eggs. Very good flapping sounds, 16K needed.

GRIDDER
Terminal
£6.95

255 different grids to colour in as you race against time and side-step the chasers. You have the power to create temporary holes in the network to re-route the pursuers but there is not time to dally. Easy to pick up, tricky to master. Good use of colour and sound.

GRIDRUNNER
Llamasoft
£5.00

Essential equipment for unexpanded VICs. Patrol the grid disintegrating the segmented droid-centipedes, vapourise the developing pods and keep out of tight corners. Frenetic, ringing sonics complement this all actions CLASSIC game. Obviously CENTIPEDE gave Jeff Minter the original inspiration but this is something else! This game will last until the VIC crumbles away.

GUNSLINGER
Omega
£1.99

16K. A classic, 1 or 2 player western shoot-out on an expanded screen featuring undertakers to remove corpses and wagons to provide mobile cover. Can't see how you can beat the computer so it's got to be 2 players.

HELL GATE
Llamasfot
£5.00

You control four lazer cannons – two directly with two reciprocating slaves – directing alarming fire power at aliens warping into your defence sector. Automatic smart bombs are to hand as a last ditch measure. Cascades of colour and waves of sound accompany your efforts to master the enemy.

INSECTOR
Romik
£5.99

Kinda like Defender. A horizontally expanded screen displays gigantic insects with yellow pods, cyan spreaders and green landers for company. Beware of the bombs, rescue the hapless humans and thrill to the ace sonics. You can't go wrong, with 16 speeds to choose from.

LASER ZONE
LlamaSoft
£5.00

+ 8K Control two guns at once – verticle and horizonal to eliminate two alien forms: mastering diagonal fire is a must. Purple and yellow nasties everywhere plus hard skinned exploding pods. Smart bombs for dire straits, renewable if you're good. Great scattering debris effects and high decibel sounds.

MATRIX
Llamasoft
£5.0

A development of Gridrunner requiring 8K expansion. Oudles of extra features: the snitch causes premature detonation of the X,Y zappers, deflector shields – plasma bolts zinging everywhere, herds of camels and diagonally tracking cyan pedes. 20 screens of murderous mayhem.

M.L.B.E.T.
Llamasoft
£5.00

Metalic sonics keep pace with the action as you work the deflector up and down directing ricochets at the invading spiders. Cut their threads for bonus points and sting those on the floor who thought they could slip through the net. Hectic action through 99 levels of original game-play. An essential accessory for zany zappers.

OLLY
Thor
£6.95

Slip through the octopus' poisoned tentacle tips, harvest the pearls and avoid the sharks as you shoot up for air. When all is safely gathered in, jelly fish will take a bow for a screen or two. 'Blow the man Down' serenades you.

OUTBACK
Paramount
£5.50

An original game for the basic VIC. Slice through the swagmen's balloons – not always easy as they come thick and fast – to save the baby roos. Grab the bonus fruit at the top of the pulley. Tuneful and colourful.

PERILS OF WILLY
Software Projects
£5.95

16K allows you to sample some of Manic miner madness. In this instance you must collect musical notes from the various platform complexes spanning 33 screens. I don't think there is another game quite like it for the Vic so the experience should be refreshing. Bags of colour to brighten up the hurdle-hopping.

PINBALL WIZARD
Terminal
£6.95

An excellent simulation with believable gravity; flippers, bumpers, rollovers and a jackpot. Cheats may even "nudge" the table. As it is realistic, skill can be developed. Worth having to vary your library – good sounds and flashing lights.

RAPIER PUNCH
C.B.M.
£4.99

One hundred levels of groping about in the dark. As you move around patches of the screen light up helping you to discover the treasure chest. Obstacles may block your way or maybe meanies, who can be run through with your rapier, if a tone is soundingG: daggers can be thrown as well. Several, indistinct alien forms in this middling game. Would be much better on an expanded screen.

SHIFTY
Audiogenic
£5.95

NOT Pacman in 8K but somewhat similar. Eat the dots and swing the doors to thwart the ghosts. Only two pursuers on the first screen but reinforcements wade in to counter your successes. Interesting rather than thrilling. Not as good as the old favourite.

SCRAM 20
Artic
£5.95

A frenetic, five stage version of scramble. Some of the geology is a but chunky and the control functions are slightly out of the ordinary. Suitable for those demanding a challenging, colourful program.

SKRAMBLE
Sumlock
£7.95

Sumlock's version is absolute rubbish. Two stages of flickering garbage.

SKRAMBLE!
Terminal
£6.95

The best unexpanded – VIC SKRAMBLE? Yes. Eight stages offering a real challenge. Navigate the tortuous cavern; despatch the giant spiders; try and avoid the walloping big fire balls; squeeze through the maze. Plenty of targets to bomb, with avenging rockets after you. Sensible use of colour and sound.

SNACKMAN
Tom Mix
£8.00

A jerky, fairly faithful copy of Pac Man for the basic Vic. Enough said.

SQUISH
Palace Software
£5.99

Crush the purple, arrow-spitting insects between pebbles. 20, teasing screens of original entertainment to keep your basic Vic happy – Well worth having but don't expect magical graphics and sonics.

SPACE ESCORT
Romik
£5.99

Escort 26 mega freighters to a new world. Thrust your protector into combat with four waves of multicolour – mode space craft and destroy the odd asteriod before each transporter makes a landfall. Each hit received weakens the transporter's shields, marked by a change of colour. Good sound – good game.

SPACE SWARM
Software Projects
£5.95

Similar to Arcadia but nowhere as entertaining. Rather dull alien forms in five waves. Survive a countdown to progress to the next wave – tricky as your ship slows down towards the end of each stage. Nothing going for it.

SPIDERS OF MARS
Audiogenic
£5.95

Large multicolour – mode cannon fodder, which of course change hue with the screen/border combinations. 8K of scrolling shoot 'em up featuring: bats; bombing dragonflies; sting slinging wasps; and dangling spiders. Nine battling levels of sharp shooting. Fearsome flying action.

STAR BASE
CBM
£4.95

A not too impressive, scrolling screen game for the basic VIC. Save the silly scientists by blasting away the hover ships before they can use their tractor beams; just aligning your gunsight correctly does the trick. Only shoot the yellow ships – avoid the red deflectors. Good explosions.

STAR DEFENDER
Anirog
£7.95

16K of DEFENDER action with a fully expanded screen. Smart bombs, hyper-space jump and invisibility mode help, but ultimately you need to rely on sheer skill. Really hectic action especially in the dog-fight section which is heralded by awesome thunderflashes. Good multi-colour-mode graphics.

TRAXX
Llamasoft
£5.00

An 8K, grid-painting game, where you will be hounded by up to 9 cyan bugs as you attempt to colour everything red. Unless your tracer-line meets up with more red within three lengths it vanishes – back to a red square for a refil. 81 levels, with background music. This is not mainstream Minter.

TURBO GRID
Microdeal
£8.00

A greased lightning game for the basic Vic. You and the computer control motor bikes which leave a trail as they travel. First one to hit a trail is a ninny! Best out of ten trials to decide top dog.

WUNDA WALTER
Interceptor
£6.00

Great, four-screen fun. Belly flop a balloon to squash little whatsits and steer clear of outrageous alien derrigeable-busters. Each level brings a new landscape to scour for food with sharp rocks and prickly accoutrements to give a wide birth to. Good sonics with the 'Yellow Rose of Texas' gratuitously bunged in.

ADVENTURE

There are so many adventure games available for the Commodore 64, both text and graphics, that they deserve a directory of their own. Not so many for the Vic though, as you will see. Here's what the codes mean:

T — text
G — graphics
AnA — animated
ArA — arcade
B — beginner level
I — intermediate level
A — advanced level

FOR THE 64

ADVENTURELAND
G, B
Adventure International
£9.95

The brainchild of Scott Adams, who, inspired by Colossal Caves on a mainframe, set out to bring the excitement of adventuring micro-owners back in 1978. Despite it's age, Adventureland still plays fresher than most new adventures.

How many ways to wake a sleeping dragon? How do you cure chigger bites? And oh, that obstinate bear on the ledge!

Essential playing for any keen adventurer, and though it contains some tougher problems than the beginner would normally expect, is highly recommended.

ADVENTURE QUEST
T, I
Level 9
£9.90/£11.50

Use cunning or brute force to overthrow the demon king in the dark tower. To do this you must get past some elaborate defences and nasty guards.

Long text descriptions and a very good vocabulary help you to explore some 200 locations in pursuit of the Quest.

AFRICA GARDENS
T, I
Gilsoft
£5.95

One of the Quill'd adventures from the Golden Collection of Gilsoft.

AFRICAN SAFARI
Ana, I
Interdisc
£9.95

This is a 'scrolling' 3D graphic adventure, for which a joystick is essential to play. If it's worth the effort at all!

You take the role of an explorer with a bad back, and move east/west with the joystick, north/south by text commands. If the program doesn't like what you tell it, it remains silent, leaving you wondering. Perhaps you should have stayed at home and visited an osteopath instead.

AMAZON
G, A
Trillium
£19.95

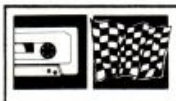
You have been hired by a hi-tech research firm to undertake a secret and deadly mission in the Amazon. Written by Michael Crichton, author of The Andromeda Strain, Amazon offers three levels of play, all challenging in their own way.

ARROW OF DEATH
(Parts 1 and 2)
G, A
Channel 8
£6.95

Two of Brian Howarth's Mysterious Adventures, the Arrows from the sequel to Golden Baton, first in the series.

In Part 1, the Baton has become tarnished, and radiates a malevolent aura of evil. Your task – destroy the evil. Part 2, which continues the epic, equips you with the means to destroy your enemy, but you are in a strange land far from home. Can you survive the deadly perils confronting you?

Although forming one Epic, each part can be played and enjoyed separately.



AZTEC – HUNT FOR THE SUN GOD
G, I
Hill MacGibbon
£9.95

You are a young Aztec coppersmith who goes in search of the sun, which fails to rise over your village.

Your commands are by single key-stroke, and you move forward through a perspective graphical representation of the adventure 'map'. Turning though 90 degrees changes your direction. This is a 'Lords of Midnight' approach, but the graphics do not anywhere reach that standard.

AZTEC TOMB
G, B
Alligata
£7.95/£11.95

Set in an Amazon rain forest, you must find and explore the Tomb, starting off in a fairly mundane house that could easily be in London suburbia.

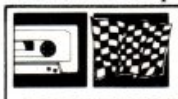
The problems are quite nice, and cleverly arranged. The graphics, although nothing special, do reflect changes in the situation, and combine to make an interesting slightly above average adventure.

I wouldn't pay the price for the disk version, though.

AZTEC TOMB REVISITED
G, B
Alligata
£7.95/11.95

Quite a different game to play from its fore-runner, Revisited features a fixed format screen display, with miniscule graphics picture of the location.

With a much more limited vocabulary, and a plot that doesn't seem to be too coherent, this is a typical case of the sequel not being up to the standard expected.



BARSAK THE DWARF
T, I
Gilsoft
£5.95

Another of the Gilsoft Golden Collection.

CASTLE BLACKSTAR
T, I
SCR Adventures
£TBA

Recover an orb, rid it of its evil powers, and collect treasure, are the objectives set the adventurer in Castle Blackstar. A good plot combined with interesting puzzles makes this an above average game.

Points are awarded for carrying out certain actions, and for collecting things. A novel swear routine features a swear box to where the player is banished until he leaves behind an object of his own choice!

CIRCUS
G, A
Channel 8
£6.95

Stranded in a remote spot, your car has run out of petrol. In your search for fuel, you stumble across a circus tent, complete with wagons and props – but strangely deserted. Or is that a clown you see over there . . . ? Perhaps it was just an illusion.

An excellent game, with bags of mystery and suspense, Circus is one of the best Mysterious Adventures from the keyboard of Brian Howarth.

CLASSIC ADVENTURE
T, I
Melbourne House
£6.95

Once again Colossal Caves comes to the micro, in a very acceptable version from Melbourne House. Don't rely too heavly on clues picked up from other versions, for this one seems set to fool you with a few subtle variations!

COLOSSAL ADVENTURE
T. A
Level 9
£9.90/£11.50

An apparently faithful remake of the original Colossal Caves, but with Level 9's own end-game tacked on.

Just as you though you'd got there, suddenly you are in trouble again!

THE COUNT
G, I
Adventure International
£9.95/£13.95

One of Scott's own favourites, this is the classic Drac-killing game. Sleep too much, and you will wake up with some very nasty bites. Penetrate the inner recesses of an old mansion, complete with dumb-waiter, and then plan your action.

Initially it all appears fairly easy – but there is a time and place for everything, and time seems not to be on your side!

CUT-THROATS
T, I
Infocom
£TBA

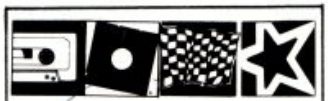
A complex game in typical Infocom style, by Michael Berlyn, author of Suspended and Infidel. A skin diver pro-positioned to locate two sunken ships off Hardscrabble Island, you meet with intrigue and deception in a game with an off-beat sense of humour.

Cut-throats is almost two adventures in one, for depending upon which ship you come across, the whole plot of the game changes. Some of these changes are none-too obvious – let them go unnoticed at your peril!

DEADLINE
T, A
Infocom
£34.95

A murder has been committed – or could it have been suicide? As a detective Inspector, you investigate the evidence and question the suspects in the setting of an old country house.

This is a classic whodunnit, but in pursuit of the guilty party beware! If a certain someone suspects that you are getting too close for comfort, you might just be next victim!



DENIS THROUGH THE DRINKING GLASS
T, I
Applications Software
£5.50/£9.50

A Quill'd political satire in which you, as Denis Thatcher, must evade the clutches of Maggie to escape 10 Downing Street. One false move, and you could end up as headlines in the Sun!

Your ultimate goal is the Utopia of the cellar of the Gravedigger's arms, and en-route you will meet some very familiar characters. But you must have a snifter every 10 moves, or you are dead! First problem – find the Gin bottle!

DUNGEON ADVENTURE
T, A
Level 9
£9.90/£11.50

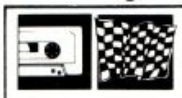
The Demon Lord of Minas Tirith is dead. He must have been very rich. A swift ride to the Black Tower could make you very rich!

With 200 locations to explore, and 100 objects to help and/or hinder you in your progress to your goal, Dungeon Adventure is rich in variety and overflowing with problems for you to solve.

ENCHANTER
T, A
Infocom
£34.95

A novice in the art of magic, you are summoned by Belboz, head of the Circle of Elders, to overthrow the evil and powerful Krill. But first you will have to find spell scrolls, and learn how to use them!

In a fascinating fantasy game from Infocom, Enchanter follows on the traditions and legends of Zork, and the Great underground Empire.



ESCAPE FROM PULSAR 7
G, I
Channel 8
£6.95

Alone on a gigantic space freighter, you must escape via the shuttlecraft – if you can reach it before you become another meal for the mutated zoo-specimen that has hungrily devoured your fellow crew-members. And you are the only food left aboard.

Pulsar 7 is the fifth in the Mysterious Adventure series.

ESPIONAGE ISLAND
T, I
Artic
£6.95

On a spying mission, your plane bursts into flames and you land on a mysterious island by parachute. How will you escape?

Bridge buildings, driving, murder, disguise and the handling of explosives all come into this adventure – plus some very tortuous phrasing of commands.

EUREKA!
AnA, A
Domark
£14.95

Five adventures in one combine to make this huge package. Written by Ian Livingstone, and programmed in Hungary, each adventure is linked, and takes place in a different era, and you have to be unscrupulous to succeed! At the end of it all, there is the carrot of a £25,000 prize.

Eureka combines fast and original graphics with spectacular use of the Commodore's sound system.

EYE OF THE BAIN
G, I
Artic
£6.95

As Alvanian warrior Tarl, you must escape the desert lands with the Emerald known as Bain. There's some every tricky problems to solve, and some excellent graphics to gaze at whilst you ponder them.

Eye of the Bain won a prize for an Adventure plot competition in a magazine, and went on to become Artic's best adventure to date.

FAHRENHEIT 451
G, A
Trillium
£19.95

Produced in collaboration with the author of the best selling Sci-Fi book, the adventure game provides a sequel to the original story.

The setting is New York City, in a world where even owning a book is dangerously illegal. The title, of course, is the burning temperature of paper.

FANTASIA DIAMOND
G, I
Hewson Consultants
£7.95

The family heirloom has been

stolen, and taken to a fortress across the river. Your job – recover it and rescue Boris the Master Spy, imprisoned in a previous attempt at recovery.

Difficult, but not impossible for an adventurer of modest experience, this is a well designed and executed adventure.

FEASIBILITY EXPERIMENT
G, A
Channel 8
£6.95

You are chosen to be the saviour of a dying race of super-intelligent beings from far across the universe. Avoiding death, which is never very far away, you must become their hero.

GHOST TOWN
G, I
Adventure International
£9.95

This is a classic treasure-collecting adventure, but set in a mysteriously deserted Western town. There's some mighty mysterious problems to solve too.

How do you break IN to the jail? What are the ghostly goings-on in the saloon all about? How can you blow a safe without taking yourself with it! Scott Adams at his best!

GOLDEN APPLE
T, I
Artic
£6.95

A treasure seeking game where some very illogical things happen. A silver bar hidden within a log? A game without an identifiable theme, Golden Apple is well written but lacking in flair.

FOOLS GOLD
T, I
Romik
£6.99

Explore the old mining works and find treausre. That is the theme behind this text-only adventure from Romik.

GOLDEN BATON
G, I
Channel 8
£6.95

The first in the Mysterious Adventure series from Brian Howarth, originally written for the TRS-80 before the CBM-64 and Vic were thought of!

Recover the Golden Baton, a priceless artifact, if you can solve some very tricky problems en-route. Feeding crabs seems to be amongst the most difficult!

HAMPSTEAD
T, A
Melbourne House
£9.95

A delightfully irreverent game that pokes fun at those who have 'made it'. i.e. achieved the very heights of social acceptability.

Your mission – to 'attain' the 'state' of Hampstead, but you must do it the hard way from the bottom. So you start in a dingy flat with a pair of bicycle clips. Never mind, it will all go well if you do the 'right' things!

HEROES OF KARN
G, I
Interceptor
£7/£9

Your mission is to rescue four heroes held captive, and return them to the realm, collecting treasures on the way. A good plot with some excellent graphics, but they are sleep-inducingly slow. The phrasing of commands can be very tricky too, especially when you speak to one of the characters.

THE HOBBITT
G, I
Melbourne House
£14.95

What can be said that isn't already known? Based on the book, and packaged with the book, Hobbit was one of the very first adventures to feature colour graphics. Take Thorin in tow and off you go.

Riddled with bugs, Hobbit, the game, is almost as famous for these as is the classic story.

THE HULK
G, I
Adventure International
£9.95/£13.95

Nearly every small boy has fancied himself as Hulk, and if you have, here's your chance! But life isn't as easy as you may think, for there are a few mind-bending problems in this, the first Questprobe adventure based on Marvel Comic characters, and written by Scott Adams.

The main problem is how to separate a bio-gem from an energy egg, but before you can do that there's a whole lot more to get through!

INCA CURSE
T, I
Artic
£6.95

Set in the land of the Incas, this is a rather drab game with little of interest. Probably the worst of the Artic series.

INFIDEL
T, A
Infocom
£34.95

This is a pyramid exploration adventure, but with that difference that only Infocom can impart to a game! Full of traps and pitfalls to foil the blundering adverturer, Infidel also sports some heiroglyphics which will give you some clues – if you can decipher them.

Add to that a devastating surprise ending, and you have a first class, highly entertaining game.

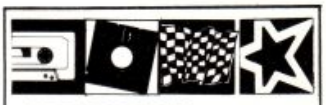
KING ARTHUR'S QUEST
G, I
Hill MacGibbon
£9.95

A perspective graphic adventure in the same series as Aztec – Hunt for the Sun God. In this one, as King Arthur of Camelot, you must free your land of an evil spell that covers it with a thick blanket of mist, causing the ground to freeze and the animals to die.

KLARTZ AND THE DARK FORCES
G, I
£9.95

Klartz travels around through time and space, using his evil to corrupt the very fabric of the universe. He must be destroyed, but doing so is no easy task.

The game comes on two cassettes, but unfortunately it is less inspiring than its title. User unfriendly, with a difficult vocabulary and a PLEASE RECOMPUTE message if it doesn't understand a command, Klartz is obscure, and difficult to get to grips with.



LORDS OF TIME
T, A
Level 9
£9.90/£11.50

Enter a grandfather clock and explore nine different levels, or time zones, in order to solve this adventure. Had to be from Level 9 with a theme like that!

Each zone contains a number of puzzles, and events in one zone will have to be conquered in order to overcome problems in others. Up to the usual high standard of Level 9.

MACBETH
Creative Sparks
£14.95

An impressive list of qualifications follows the names of the team who wrote Macbeth. The game is in four parts, and you take on the role of Macbeth or Lady Macbeth depending upon the part, not upon the player!

The game is so closely and accurately tied to the play (which comes with the package) that a player who completes the adventure will inevitably end up with an in-depth knowledge of Macbeth.

MAGIC STONE
G, I
Audiogenic
£5.95

Explore the haunted mansion of Graf von Schwarzherzen in the wastes of Transylvania, to recover the magic stone, possibly the catalyst for the alchemists dream – the transmutation of lead into gold.

MASK OF THE SUN
G, A
Broederbund
£29.95

You are an archeologist into whose possession comes information as to the whereabouts of the invaluable Mask. You catch a plane to Mexico, and hope you are on the right track, as you start your search in earnest.

The plot is very strong, more so than can be described here, and the game is enhanced by some spectacular graphics on this four-disk adventure.

MINDBENDER
T, I
Gilsoft
£5.95

Yet another of the Gilsoft Golden Collection, which rambles on, and has sudden death a step away with no warning. Competent, and, I suppose, average for a Quill'd adventure, but no more.

MISSION OM
G, I
Spectresoft
£7.95

One of those games where the player is endowed with values for Strength, Armour, Damage and Energy. Played on a formatted screen. Some interesting ideas here, but a difficult vocabulary, a long load, and a long data-read if you die.

Nevertheless, there are some humorous bits that offset the bad points.

MURDER ON THE ZINDERNEUF
AnA, I
Electronic Arts
£29.95

If text whodunnits qualify for the description Adventure, then so does this albeit a whodunnit with textless input, but text ouput. Joystick operated selection menus drive the game, and movement around the graphics of the airship Zinderneuf, where a murder has been committed, is also by joystick.

You choose which tec to be, the CBM-64 decides who has been done away with, so it's different each time. You have till you reach New York to come up with an arrest.

MYSTERY OF MUNROE MANOR
G, I
Severn Software
£8.50

There's something sinister going on in the Manor, and if you can deduce the right words, and get the right ideas, then you might solve the problems and complete the game.

There's sound effects and graphics that change as you play, but oh – those broken stairs!

NOMAD OF TIME
G, I
Mosaic Publishing
£9.95

This is based on the Oswald Bastable stories by Michael Moorcock, and programmed by Shards.

In Nomad you have a small light airship and enough food and water for 60 days. In this time you must save the world. Your only instructions for the mission are "Eyes to the Cold".

ORACLES CAVE
AnA, I
Dorcas
£7.95

An animated game in which you first choose your quest object, and then move a little fellow through a network of tunnels and caves, in search of it. You must collect 40 items of treasure, in real time.

Apart from movement, instructions are entered by single keystrokes. The cave layout changes every time you play.

PERSEUS AND ANDROMEDA
G, I
Channel 8
£6.95

A Mysterious Adventure in which the player travels into the realms of ancient mythology in search of the hidden secrets of the legends. Grotesque monsters and supernatural powers must be overcome to succeed in this quest.

PETTIGREW CHRONICLES
G, A
Shards
£9.95

Originally known as Pettigrew's Diary and Operation Safras, and first written for the ill-fated Dragon, these games have now been combined in a two-cassette pack for the Commodore under the Pettigrew's Chronicles title.

PIRATE ADVENTURE
G, B
Adventure International
£9.95

The second, and easiest of the original Scott Adams series, in Pirate you start in your London flat, and make your way, if you can discover how, to Pirate's Island.

Soon you will discover what you have to do to reach Treasure Island and, with the aid of a parrot, will have numerous problems to solve to gain possession of the treasures there.

PLANET OF DEATH
T, I
Artic
£6.95

A smallish adventure featuring a slimy alien and your attempt to escape the planet. Not as interesting as it sounds.

Familiarity with dusty-bin might be an advantage as you near the successful completion of this adventure.

PLANETFALL
T, A
Infocom
£34.95

A junior rating aboard the stellar patrol ship Feinstein, you have to make a death-defying escape, only to land in an alien world, where all the signs are written in an alien tongue. Deciphering them is one of the problems, but you are aided or hindered by a rather independent robot called Floyd in this humorous Infocom adventure.

PUB QUEST
T, I
Dream Software
£5.95

Your debts at the Chequered Flag must be paid, and the, money is down in the sewers. This is the setting for Pub Quest, and a thirsty game it is too! And not at all easy – how Do you cross the road safely?

PYRAMID
T, B
Mogul
£6.95

A very small text adventure with some very illogical routes from location to location. The problems are simple, and death comes without warning. Not recommended.

QUEST FOR THE HOLY GRAIL
G, I
Dream Software
£6.95

Ni, ni, ni – it's those knights from the Monty Python Film! If you like your shrubberies planted in tiers, then you'll shed none in this game – but be warned, it is not as easy as watching the film!

QUEST OF MERRAVID
T, B
Martech
£7.95

Retrieve the magic firestone of the dwarfs, guarded by a dragon. But first you must gather a suit of armour scattered around the land of Thargon.

Not a very clever game as far as user-friendliness is concerned, and certainly not the "Adventurer's adventure" it is claimed to be.

RENDEZVOUS WITH RAMA
G, A
Trillium
£19.95

Based on the best-seller by Arthur C Clarke, this is a very faithful conversion of the book with graphics. There is a mass of text detail, and an opening sequence every bit as good as a film, complete with theme tune.

Two arcade games form part of the adventure, and must be played out as the plot unfolds. Rama comes on two double-sided disks.

RETURN TO EDEN
G, A
Level 9
£9.90/£11.50

This is the sequel to Snowball, where as Kim Kimberley, unisex hero, you have landed on Eden and must save the planet from the robot system designed to make it habitable for the colonists, but now rapidly destroying the ecology.

But first you must escape the wrath of the Snowball, which has judged you (wrongly) to be guilty or murder. Plenty of Level 9 type text, and graphics too!

RING OF POWER
G, B
Quicksilva
£9.95

The King's crown jewels are missing, following his death, and whoever recovers them will be crowned the new King.

Slow response, poor vocab and meaningless descriptions combine to make this a game to avoid.

THE SAGA OF ERIK THE VIKING
G, I
Mosaic Publishing
£9.95

Terry Jones' modern fairytales brought to life in an adventure designed and written by Level 9.

Erik (you) and his crew set forth in the good ship Golden Dragon, and visit many lands across the seas, each with puzzles to solve to reach a successful conclusion to the adventure.

SAVAGE ISLAND (Parts 1 & 2)
G, A
Adventure International
£9.95/£13.95 each

Among the more mind-bending of the Scott Adams series, Part 1 is easier than Part 2, and must be solved first – or you can't start the second part.

A volcanic island is the setting for Part 1, where an unnerving statue of a head is found on the beach. A bear, more difficult to deal with than the Adventureland one, awaits the adventurer at the top of an extinct volcano, and if that's not enough, there's a hurricane (named after Scott's wife) to contend with.

What seems like a desert island adventure turns into a chilling science fiction, and is continued in earnest in Part 2, the opening of which varies according to how you finished Part 1. But Part 2 requires some heavy thinking to get past the first three of four moves, and then starts to get difficult!

SEARCH FOR KING SOLOMON'S MINES
G, I
Severn Software
£8.95

A trek across jungle and raging river to the mountains, with passage impeded by hostile natives, in search of treasure in the mines. Will you be able to find them? Will you survive the trek through the jungle?

SECRET MISSION
G, I
Adventure International
£9.95/£13.95

The third in the Scott Adams series, this was once called "Mission Impossible" – until the TV people objected.

A tape recorder spells out your mission, and should you decide to accept it, you will be roaming a network of colour-coded corridors with doors requiring differing authority cards to allow entry. All in an attempt to save a power plant from sabotage.

SHADOWKEEP
G, A
Trillium
£19.95

A role-playing fantasy game inspired a novel by Alan Dean Foster, author of Alien, on which this game is based.

The formidable challenge here is to free the wizard Nacomendon, and recapture Shadowkeep, a fortress of mazes and monsters.

SHERLOCK
G, A
Melbourne House
£14.95

A double murder has been committed, and if you can find out about it, you, as the super-sleuth, must prove to Inspector Lestrade whodunnit.

A complex plot full of red-herrings and disguises, in which you are helped or hindered by an over-friendly Watson. Played in real time, too – pity about the graphics, and the bugs look set to rival those in The Hobbit.

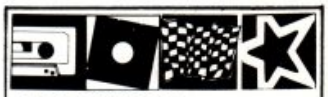
SHIP OF DOOM
T, I
Artic
£6.95

You are in an alien space ship and must escape. First you must get the key, secured under a glass cover. How you do it, and go on to complete the game has baffled many an adventurer – not surprising when you eventually discover the tortuous wording of the necessary commands.

SNOWBALL
T, A
Level 9
£9.90/£11.50

You are Kim Kimberley, in deep freeze aboard a colonist ship en-route to Eridani. The computer is programmed to wake you only if something has gone wrong – and something just has . . .

An adventure full of atmosphere, in which the first major obstacle is to survive the Nightingales – deadly black things with deadly hypodermics. Eventually you will come across Waldroids, lances, and a snowdozer, in your attempt to rectify the problem.



SORCEROR OF CLAYMORGUE CASTLE
G, A
Aventure International
£9.95/£13.95

Not as grisly as the title suggests, but the most difficult of Scott Adams' adventures bar Savage Island Part 2, and the most satisfying and enjoyable to play.

Your task is to gather STARs, using spells with everyday names but unkown purposes. Solve a problem, and it will come bouncing back, asking to be solved again a different way! And if only you could find a place to store those damned stars, so that you could rate a score!

SORCERY
ArA, I
Virgin
£7.95

Conquer Stonehenge to set the world free from evil curses in this arcade adventure controlled by joystick. Press the button to pick things up, and tilt the stick to move.

SPIDERMAN
G, I
Adventure International
£9.95/£13.95

The second Questprobe adventure (see Hulk) this one introduces many of the Marvel villains.

Can you separate the biogem and energy egg this time? And can you find enough paper to start a print-run of the Daily Bugle? Hydroman, Ringmaster, Mysterio and many others are all there to make these tasks difficult.

STAINLESS STEEL RAT SAVES THE WORLD
G, I
Mosaic Publishing
£9.95

Making a time helix is one of the less difficult tasks confronting the adventurer – it's operating it effectively that counts!

Complete with the book by Harry Harrison, Shards have programmed this adventure that takes you into alternative worlds. Ever visited a Paris with three Eiffel Towers? Or seen the tricoleur flying over St. Pauls? Now's your chance!

STARCROSS
T, A
From Infocom, distributed by Commodore.
£11.99

Aboard the deep-space prospector Starcross, an alarm sounds and you rush from your bunk to the bridge. The year is 2186, and in search of energy yielding black holes, you come across an alien ship.

Exploration of the alien ship is the major part of this game, and you find some aliens helpful, others downright nasty!

One of the Infocom games offered by Commodore at a bargain (reasonable) price.

STRANDED
G, I
English Software
£7.95

Marooned on a strange planet is the scenario for this difficult-to-make-sense-of adventure, that understands some words in some places but not others.

The graphics aren't bad, but the game is dreadful.

SUSPENDED
T, A
Infocom, distributed by Commodore
£9.99

The three master computers which control the planet's weather, food production, and transportation system, have broken down, and you have been awoken from a cryogenic sleep to do the job yourself, whist you arrange for repairs.

Six maintenance robots, each with its own personality, are there to aid you. You will need to use the board supplied to keep track of their whereabouts.

TELENGARD
AnA, I
Eclipse
£7.95

An Avalon Hill dungeons and dragons role-playing fantasy, full of spells, potions and the like. Move from level to level using single key commands.

You can play singly or between two or more players. But you have to be fast to act, and good at speed-reading to take in the text.

TEN LITTLE INDIANS
G, I
Channel 8
£6.95

Collect 10 worthless figurines to learn the whereabouts of the valuable gold figurine commissioned by Major Johnstone-Smythe before his death.

Plenty of puzzles to solve en-route to the completion of this Mysterious Adventure.

TIME MACHINE
G, I
Channel 8
£6.95

Lost on the moors in a mist, you stumble upon a lonely house, and discover a strange device in the cellar. The owner, a scientist, is missing. His latest invention, the time machine you are now confronting, has parts missing which must be found and restored to allow you to operate the machine accurately to effect a rescue. In so doing, you will visit other ages.

TIME TRAVELLER
G, I
Audiogenic
£5.95

The evil Graf von Schwarzherzen has been at it again, this time making off with a magical hourglass, controlling the domain of time. You wake up on a space ship in 1990, and gradually your mission, involving travelling in both past and future, becomes clear.

TOMBS OF XEIOPS
T, B
Romik
£6.99

Set in the Egyptian desert, you have to enter the tombs and search for treasures within. Although given beginners status, there is a very difficult problem early on in the game, which few players survive. Sudden and unexpected death do not help to contribute to the game, which can only be described as mildly boring.

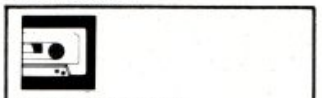
TRANSYLVANIAN TOWER
AnA, B
Richard Shepherd
£6.50/£9.50

Although advertised as one, this is not really a true adventure game. It consists of a bat ridden tower which you must traverse, zapping bats and other nasties in your quest.

TWIN KINGDOM VALLEY
G, I
Bug-Byte
£9.50

Explore the mountains, valleys, and caves of the valley ruled by two Kings who hate each other. There are plenty of puzzles in this game, including the notorious how-to-kill-the-dragon problem.

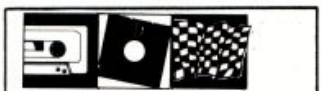
A very popular game, in which the Commodore graphics show up those of the BBC version.



UNORTHODOX ENGINEERS: THE PEN & THE DARK
T, I
Mosaic Publishing
£9.95

A mysterious and impenetrable black column has appeared on the planet Ithica, devastating its capital city Bethlem.

As Fritz Van Noon, you head your team of Unorthodox Engineers in discovering the origins and secrets of the phenomenon, in the Sci-Fi adventure. The short story by Colin Kapp is included in the package.



URBAN UPSTART
G, I
Richard Shepherd
£6.50/£9.50

Escaping the queues for the dole queues in Scarthorpe is the theme in the modern day satire on a seedy declining northern town in Thatcher's Britain.

Wording of commands can be a little difficult, but the plot is quite original.

VALHALLA
AnA, A
Legend
£14.95

Animated graphic adventure, with a strong flavour of Norse mythology, in which all the characters wander around the screen doing their own thing. Your commands are entered in

text below the 'stage'.

The object is to find the five quest objects, which must be done in a certain order.

VOODOO CASTLE
G, I
Adventure International
£9.95/£13.95

One of Scott's series written by his wife Alexis, in which you must lift the curse on Count Cristo by enacting some voodoo mumbo-jumbo around his coffin. Before you reach this grande finale, you must solve numerous problems, including how to get through a narrow crack, and how to lift a ju-ju bag. What is the purpose of the medium Megan, and the raven?

WAXWORKS
G, I
Channel 8
£8.95

Locked in a waxworks after closing time, you must find your way out. You meet up with Guy Fawkes, and Jacques Cousteau amongst other characters, and your ability to answer questions about the exhibits may be to your advantage later in the game.

WITNESS
T, A
Infocom, distributed by Commodore
£11.99

Another lengthy textual saga from the Infocom stable.

WIZARD OF AKYRZ
G, A
Channel 8
£6.95

Having been twice thwarted in his plans for the Golden Baton, the evil wizard takes on an earthly form to lure the mortal responsible into a snare from which there is no escape.

ZIM SALA BIM
AnA, B
Melbourne House
£9.95

A scrolling 3D adventure, where you play the part of the only able-bodied man left in your village after a raid. You must enter the Sultan's palace bedroom to recover the lost gold.

Text and joystick controls are used to solve this game, with a keyboard option for those without joystick.

ZORAKK
G, I
Icon Software
£7.95

The long lost crown of Ultimate Darkness is the quest object in this journey through the medieval lands of Ramagora. Battles, plagues and famine are among the problems that beset you in pursuit of your goal.

ZORK 1
T, A
Infocom, distributed by Commodore
£11.99

The fist in the Zork trilogy, this massive text adventure is based on the original mainframe Decus Dungeon. In Zork 1 you will be confronted with a murderous troll, and have to solve the riddles of Flood Control Dam No. 2, a mine, and a jewel encrusted egg, amongst others.

Full of humour, with a strong background of the history of the Great Underground Empire, now extinct, but once ruled by the great Lord Dimwit Flathead the Excessive.

ZORK 2
T, A
Infocom, distributed by Commodore.
£11.99

In the second Zork saga, you meet up with the somewhat incometent Wizard of Frobozz, and among the more difficult tasks are the recovering of treasure from the Great Bank of Zork, climbing up a well, balloon flying, and rescuing a poor maiden imprisoned by a dragon.

ZORK 3
T, A
Infocom, distributed by Commodore.
£11.99

The Grand finale of Zork, where the accent is upon learning to become the Dungeon Master. Here you may enter the technology museum, and play about with strange machines, and with some cunning, steal the famous Flathead crown jewels.

Who knows, you might even meet Lord F himself!

FOR THE VIC

Dark Dungeons
Anirog
£5.95

Graphic adventure that needs 16K expansion. Dungeons, monsters, treasures – tries to recreate some of the role-playing and other qualities of the original Dungeons and Dragons classic.

Detective
Argus
£6.99

Text and graphic adventure that needs 16K. Your're a detective confronted with a dead body who must sleuth around for the murderers. But the baddies are after you . . .

Dracula/Lost in the Dark
Anirog
£5.95

Graphic adventure for the unexpanded Vic – a different game on either side of the tape.

Demon Knight
Argus
£6.99

Mixture of graphics and text for Vic with 16K.

Four Gates to Freedom
Phoenix
£7.99

Bit of an oddity for the Vic. This game has an arcade section and an adventure which depend on each other for a solution. It needs 16K expansion.

Gold Rush
Mr Micro
£5.99

Graphic adventure for the unexpanded Vic – better than going to the Klondyke.

Golden Apples of Zeus
Romik
£4.99

16K text adventure suitable for the beginner with leanings towards mythology. Excellent on-screen instructions on how to play adventures and a save facility.

Hareraiser
Haresoft
£7.99

16K text and graphic adventure. The infamous prize-game in which you 'could' win a jewelled hare or lots of money. Official game-of-the-book by Kit Williams.

Magic Mirror
Terminal
£5.99

8K text-only adventure – very reflective.

Mines of Saturn/Return to Earth
Mikro-Gen
£6.99

Two games on one tape. Both are text adventures for the 8K expanded Vic. In Mines of Saturn, you have to set up a mining colony on a distant planet.

Mission Impossible
Commodore
£4.99

Another in the Scott Adams adventure series – regarded as one of the guru's toughest games.

Mysterious Island
Mr Micro
£5.99

16K graphic adventure.

Pharoah's Curse
Hesware
£6.99

Outstanding example of the arcade/adventure style game. Fast and furious action in various sections of Pharoah's tomb. Excellent graphics and sound.

Pharoah's Tomb
Anirog
£5.95

16K graphic adventure in which your character wanders through the tomb – unfortunately the progress is painfully slow. Regarded as more of an arcade game than a genuine adventure.

Pirate Cove
Commodore
£4.99

Another Scott Adams offering in which your aim is to try and find the gold on Treasure Island.

Quest of Merravid
Martech
£5.99

16K text adventure. Seek the magical firestone hidden by a dragon. Short adventure, not difficult to solve with some signs of humour. Recognised as a classic.

Rescue at Rigel
Maplin/Epyx
£5.99

A really mysterious adventure in which you're never quite sure what's going on. American imported graphic adventure for 16K Vic.

Rescue from Castle Dread
Terminal
£5.99

16K text adventure.

Sword of Hrakel
Romik
£4.99

Your village has been depopulated by the curse of the evil Mage. You must find and kill him, and lift the curse to return your people. Highly recommended text adventure for the dedicated buff. Will run on either 3K or 8K expansion – this one's got a sense of humour.

The Count
Commodore
£4.99

Scott Adams text adventure – perhaps the most difficult in the series to solve. Not surprisingly, the count in question is Dracula – sleep too much and you'll wake up with some very nasty bites.

The Curse of the Werewolf
Terminal
£5.99

Graphic adventure that needs 16K expansion. Clever little number this: attacking monsters do not always kill you but weaken your constitution as you struggle to get past them. Random placing of objects so that each game is different.

The Dungeons
Anirog
£5.95

16K graphic adventure – another computerised variation on the classic Dungeons and Dragons game. Lacks the problem-solving features of some adventures but it's nonetheless challenging.

The Valley
Argus
£6.99

Graphic and text adventure which needs 16K expansion.

Tomb of Drewan
Audiogenic
£12.99

16K graphic adventure in which your character meanders through the 400 chambers of the Tomb. Choose your weapons carefully because the guards you encounter have different strengths. The idea is to search for magical runestones and an amulet.

Trader
Quicksilva
£5.99

Science fiction adventure that loads in three 16K parts. Your character wheels and deals with various inter-planetary traders both to survive and make a few bucks before the game is over. Good use of graphics. More of a strategy game than a genuine adventure.

Voodoo Castle
Commodore
£4.99

That man Scott Adams again – this time delving into Black Magic (not the chocolates).

White Barrows
Argus
£6.99

This one needs 16K graphic and text adventure.

Wizard and Princess
Melbourne House
£6.99

One of the rare graphic adventures for the unexpanded Vic which has been a best-seller for some time. It's in five parts, with each section loading separately. You must find a castle, kill a dragon and finally rescue the princess.

Zok's Kingdom
Anirog
£5.95

16K graphic adventure in which your character wanders around chambers avoiding monsters. You must find the right equipment to proceed through the chambers.

BUSINESS

Most packages listed below are for the Commodore 64, with a few on the Vic. Pet software is not generally covered, except where the same or similar packages are available.

With word processors, users generally want to know whether it is pre-formatted (what you see on the screen is what you get on print-out), which is difficult with a 40-column screen, or post-formatted, and the amount of text memory it can handle. Linked files enable

longer documents than can be held in memory to be printed out.

With databases, the significant questions are: how many records to a file, how many fields to a record, how many characters to a record or field, how fast can records be accessed?

With spreadsheets, very large numbers of cells, organised in rows and columns, may be offset by slowness of access.

Accounts packages present special problems in summarising their facilities, since those that fit in with classic accounts procedure may be hard for the untutored to operate, and the easier packages may not satisfy accountants or the Inland Revenue or HM Customs & Excise.

FOR THE 64

WORDPROCESSORS

EasyScript
Commodore
£75

Cut-down version of very powerful Superscript package for Commodore 8000 series. Post-formatted program with text memory of 764 lines by 40 characters, with a maximum page width of 240 characters. Editing facilities, documentation and error message provision are all good. Includes mail-merge and view-to-screen facility for those who like to see what they're getting. Also available is Easy Spell spelling checker for £50.

HESwriter
Thorn EMI Computer Software
£29.99

Reasonably priced cartridge-based package with good documentation and post-format presentation. Has view-to-screen, fast searching for character strings, and file-linking for preparation of long documents.

Simply Write
Simple Software
£46 (disk)
£40 (tape)

Features 260 line by 80 character text memory. Fairly good editing facilities and documentation. But written in Basic, it's a rather cumbersome program which has no search or replace facility.

TOTL Text 2.6
Thorn EMI Computer Software
£53.95

Post-formatted screen display. Also available is a spelling checker (41.95) which can be used with most other WP packages. There's also a mail-merge program for £29.95.

Vizawrite
Viza Software
£79.95 (disk and cart)

Pre-formatted screen display, 425 lines by 80 character text memory and maximum page width of 240 characters. Good editing facilities and documentation. Combination of Vizawrite and Vizastar available for £99.

The Word
Impex Designs
£224.25

Package is expensive because it incorporates the Video Pak 80 80-column card, which requires a monchrome monitor to be readable. Post-formatted but has a view-to-screen facility. Maximum page width is 250 columns. Also includes Mail Merge and Inquire Pac, a simple database: 200 records per file, 255 characters per record spread over 15 fields.

Wordcraft 40
Audiogenic
£24.95 (disk)
£89.95 (cart)

A 'small' program that is in many ways superior to its big brother. Pre-formatted screen with wraparound, text memory of 332 lines by 80 characters, maximum page width of 99 characters and complex print options. Includes error messages and good documentation.

Wordcraft 64
Dataview Wordcraft
£49.95

Original version by inventors of the package. Pre-formatted, wraparound package with 143 lines by 80 character text memory, max page width of 117 characters, on-screen error messages, good editing facilities and excellent documentation. Supports wide variety of printers. Supplied with dongle that fits into joystick port.

Wordmanager
Impex Designs
£99.99

Has optional 80-column card costing a further £45 – again you'll need a monochrome monitor to use the 80-column facility successfully. Pre-formatted display, text memory of 330 lines by 80 characters, on-screen error messages, good editing facilities and good documentation. Includes mail-merge and 64 Calc, a simpled 1100 cell spreadsheet.

Wordpro 3 Plus
Wego Computers
High Street,
Caterham, Surrey.
£89

Probably the best know post-formatted program and still one of the best. One of the few programs to have a mathematical capability, although confined to add and subtract. Text memory of 329 lines by 40 characters, maximum 165 printed character width, good on-screen error messages and documentation, but no block save routine. Will read files created on Paperclip.

Word Wizard
Bubble Bus
£5.99

Probably the cheapest introduction to WP, but has a restricted 3520 character memory (probably wastes the power of the 64) and only eight editing commands. Text memory is 88 lines by 40 characters. Documentation is fair.

FOR THE VIC

Vicwriter
Commodore
£19.95 (tape)
£24.95 (disk)

Pre-formatted, 80 character maximum page width, good documentation and fair editing facilities. Typed material displayed one line at a time with side to side scrolling during typing. Needs 8 or 16K expansion.

Wordcraft 20
Audiogenic
£24.95

A 'small' program that is in many ways superior to its big brother. Pre-formatted screen with wraparound, text memory of 332 lines by 80 characters, maximum page width of 99 characters and complex print options. Includes error messages and good documentation.

DATABASES FOR THE 64

Database
Gemini Marketing
£19.95 (tape)
£24.95 (disk)

Low-cost file managing package from the company that produces a range of accounting software for the 64. Also available is Mailist, £19.95 on tape and £24.95 on disk.

Database 64
Handic Software
around £70

Although supplies from Scandinavia have not yet arrived at time of writing, the spec shows it to have a one second search time per record. Will hold up to 3800 records on disk, 254 characters per record organised into 18 fields with 27 characters per field. Will sort any field or combination of two. Should run any Commodore printer.

DFM
Dialog Software
£30

Fairly fast program as it works within memory but a new versions in the pipeline that will use random access disk files not constrained by memory. Fairly easy to use with average documentation.

Easy File
Commodore
£50

Records up to 506 characters, available over two screens with maximum field size of 40 characters. Three levels of password operation, ascending or descending sort using up to three keys. Report generation to screen, disk or printer. Accessible to Easy Script.

Figaro
Saxon Computing
3 St Catherine's Drive
Leconfield, Beverley,
Humberside
£86.25

Unique numeric database with powerful graphics function. Graphics capability includes bar, line, mixed bar and line, multiple bar and cluster bar charts. Manual is rather inaccessible, though, but it does give worked examples.

Infodisk
Beaver Software
Stathern,
Melton Mowbray,
Leics. LE14 4HJ
£74.75

Good upgrade from Infotape (whose files it can read), with variable-length records, max 80 characters per field, nine screen pages per record, with very sophisticated calculator functions.

Infotape 64
Beaver Software
Stathern,
Melton Mowbray
Leics. LE14 4HJ
£16.95

File size depends on record length but maximum 3000 number of records. Has report generator with five printing formats, search function and 19 calculator functions.

Micro Magpie
Audiogenic
£39.95 (disk)
£99.95 (cart)

Cartridge version was excellent value, now the new disk version is better still. Driven by pop-up menus making it easy for the beginner. Can also be programmed. Unfortunately some facilities like search, can only be used if a procedure is written. Still recommended.

Practifile
Practicorp
£44.50

Medium-power database allowing 254 records, 20 fields per record, 75 characters per field. Number or records depends on file size but could be as many as 3876. Sequential files option allows links with WP programs. Will also link to Practicalc – and the manual tells you how.

Simply File
Simple Software
£69

Written mainly in Basic so parameters can be redefined. Apparently the CEGB uses this program with 63 fields. Any field can be made a key for search – field size is 79 characters maximum. Maximum record size (limited by disk) is around 800. Also available for the Commodore 8000.

Superbase
Precision Software
£100

Very powerful programmable information retrieval utility. Up to 1108 character record size, with 127 fields and max field length of 255 characters, four screens per record, help screen, editing capability, plus very powerful programming language. Also available are Stepping Stones templates and Home applications. Needs careful study to get the most out of it, but the effort is worthwhile.

TOTL Infomaster 64
Thorn EMI Computer Software
£59.95

Up to 10 files per disk, up to 2500 per record with max 100 fields (245 characters per field). Records limited only by disk size. Can be used to generate labels.

FOR THE VIC

DFM
Dialog Software
£30

Costs only £24 without mail-merge facility. Fairly fast program as it works within memory but a new version in the pipeline that will use random access disk files not constrained by memory. Fairly easy to use with average documentation.

SPREADSHEETS

Autocalc 64
Richard Shepherd Software
£14.95 (tape)
£19.95 (disk)

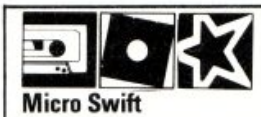
Has maximum 255 cells both horizontally and vertically. better than the sketchy manual would have you believe: for example, it permits use of IF – THEN conditional functions in formulae, sometimes lacking in more powerful spreadsheets. Lack of documented information on printers but will support Commodore and Seikosha.

Busicalc 3
Supersoft
£75

Maximum 2000 cells horizontal/vertical (999 max on sheet). No-nonsense application, worth upgrading to if you have either Busicalcs 1 or 2. File structure is quite accessible, so portability should be no problem. Disk contains a 'news' program for latest update info. Manual could be improved. Will support Commodore and Centronics printers. Easy to use with good mnemonics. Also available for CBM 4000/8000.

Calc Result
Handic Software
£99

Maximum 63 cells horizontal and 254 vertical. Easy to use, with good documentation and help-screens on disk. This is an excellent 3D sheet allowing over 30 sheets to be linked together, with the final one totalling all the tables in the preceeding sheet. Also, four sheets can be displayed simultaneously in separate windows on screen. Easy version, accessing only one sheet at a time, available at £49.95. Supports Commodore and Centronics printers. Also available for the CBM 8000.



Micro Swift
Audiogenic
£19.95

Maximum 26 cells horizontal and 254 vertical. Good and fairly powerful package thanks to the unique pull-down menu system Audiogenic pioneered with Magpie –but it slows you up until you're accustomed to it. Manual is brief, clear and to the point. Gives example sheets in program and error messages on screen. Supports Commodore and Centronics printers. Despite the cheap packaging, this is a sophisticated product. Recommended.

Multiplan
Thorn EMI Computer Software
£95

Maximum 63 cells horizontal by 255 vertical. Superb documentation, on-screen error messages, help screens but difficult to adapt to new printers. Still, this is probably the best spreadsheet around at the moment. Not as fast as the CP/M version since RAM restriction makes it access disk frequently. Up to eight windows can be created on the screen at a time, though they all have to be from the same sheet.

Practicalc Plus
Practicorp
£39.95 (tape)
£44.50 (disk)

Maximum 100 cells horizontal by 250 vertical. Supports only Commodore printers (1515, 1525). Reasonably priced and quite powerful sheet. Has option of hi- and lo-res bargraph creation, sorting and 22 mathematical functions. Documentation is good, but there are no example sheets in the program.

PS
Practicorp
£69.95

Main plus is that this sheet can be programmed in Basic. There are 12 possible program modules including such facilities as help screens, disk directory, prompts for data entry on disk. Maximum 2000 cells both ways but only 50 by 40 per sheet. Supports only Commodore printers. Reasonably-powered sheet which produces sequential files that enables some portability. Excellent manual.

Practicalc 11
Practicorp
£69.95

Maximum 100 cells horizontal by 250 vertical. A truely integrated package that uses its ability to display the contents of cells of up to 100 characters wide as a 'long-label' to incorporate a mini-wordprocessor. There's also a database which means it can sort alpha and numerically. Spreadsheet can access files from database since it can handle sequential ASCII files. It can, of course, read Practicalc and Practifile files (but there's no specific information on how to do this). Good manual (written for Apple but there's a 64 supplement) with example sheets on the program.

Spreadsheet Calculator
Kuma Computers
£14.99

Probably the cheapest 64 spreadsheet around. Maximum 26 cells horizontal and 50 vertical. Simple, budget-priced sheet linking Kuma's accounts programs. Totals, sub-totals and formulae are all in different colours to aid reading.

Vizastar
Viza Software
£99.25

Described as an information processor, it combines spreadsheet, database and graphics (probably better than Lotus 1-2-3). Number of records per file only limited by disk size. Sheet has maximum 64 cells horizontal by 999 vertical, and it's programmable. Real plus is its speed. Available with 4 or 8K cartridge and with graphic enhancement for pie and bar charts. Poor manual is being rewritten. Supports Commodore and Centronics/Epson printers. Highly recommended.

Practicalc Plus
Practicorp
£19.95 (tape)
£24.50 (disk)

Little difference to 64 version (above) except that the vertical number of cells are restricted to 200.

ACCOUNT PACKAGES

Cashbook Accounting
Gemini Marketing
£59.95 (tape)
£64.95 (disk)

Powerful book-keeping program but maunual is rather impenetrable for those new to accounts. Worth perserving, though, as it's one of the best around. Includes VAT analysis program for £19.95 (tape) and £24.95 (disk). But it will not calculate VAT on each invoice – probably because VAT is subject to change. Integrates with identically priced Final Accounts program.

Easystock
Commodore
£75

Up to 16 fields for each stock record, including description, location, recorder level, tax rate, gross profit margin and accumulative sales/purchase totals. Generates reports on stock levels, analysis of sales (weekly or annually) and stock valuation reports.

Invostat
Dialog Software
£30

A good invoice generator, links with the same company's Transact package.

Micro-Simplex
Micro-Simplex
8 Charlotte St West
Macclesfield, Cheshire
£172.50

Excellent general purpose package although particularly good for retailers using VAT schemes A to F. Apparently used by actor Ian Lavender. Very good seller.

Purchase Ledger
Anagram Systems
£75

Adapted from popular Anagram package for Commodore 8000 series. Accesses supplier account files using names not numbers, maintained and operated on a monthly cycle, with paid invoices being deleted and outstanding accounts remaining on file until cleared. Prints remittance advice notes and a wide range of reports and balances.

Sales/Purchase Ledger
Systematics International
£89

Cash flow, daily book-keeping, including automatic production of VAT stats, customer records, suppliers' accounts, aged debtors and creditors analysis, statements and remittance advice notes. Fully passwords protected.

Sales Ledger
Anagram Systems
£75

Again, adapted from popular program for Commodore 8000 series. Accesses customer accounts files through name not number. Paid invoices are deleted with outstanding accounts remaining on file until cleared. Prints invoices, credit notes and statements.

Stock Control
Anagram Systems
£75

Adapted from famous 8000 series package. Accesses up to 550 stock items per disk, each referred to by a 10-letter code.

Stock Control
Gemini Marketing
£19.95 (tape)
£24,95 (disk)

Up to 230 stock records may be held on each file. Sophisticated machine-code program with several printer options.

Stock Control/Invoices
Systematics International
£89

Newly-released double program. Handles 100 stock items integrating with invoice mod-

ule for invoice generation and stock control. Handles up to 400 suppliers, 750 supplier transactions and 750 customer transactions. VAT is fully supported. Fully password protected.

Transact
Dialog Software
£30

Friendly, easy-to-learn program. Probably not the best but the easiest for the non-financial user. Works with Invostat (see above), making it a rather expensive but useful package at £60.

Vic Stock Control
Commodore
£19.95

Suite of three programs that handle up to 750 separate items.

PROGRAMING

ASSEMBLER

Assembler is the most direct way of programming apart from writing in actual binary notation, and is very much quicker than Basic in execution. Assembler uses mnemonics which are decoded (assembled) by a special program (the assembler) into machine-code. Assemblers are always specific to the processor chip on which they run. Commodore machines run 6502 (Vic) and 6510 (64) assembly language, which are virtually identical. Both have an identical set of 56 microprocessor instructions, each having a variety of addressing modes.

FOR THE 64

Assembler 64
Interceptor
£7

Probably the cheapest 64 assembler available. It's a three-pass assembler which assembles directly into memory. There's no option for saving the object code. Source programs are produced and edited like Basic programs. But it imposes a few deviations from standard 6502 mnemonics. Very cheap but very meagre on instructions.

Dr Watson's Beginner's Assembly Lanuage
Honeyfold Software
£12.95

Not just an assembler but a tutor. The package includes a well-documented 240-page book covering the whole spectrum of machine code and the 6502 instruction set. A number of examples and exercises are included. The assembler itself is of the 'continuous' type – source code is not converted into object code. Although it includes an advanced 'macro' feature, the assembler is more suited to the novice.

Mikro
Supersoft
£50

Cartridge-based quick but expensive three-pass assembler and monitor. Monitor has commands for searching, moving and disassembling machine-code. Assembler accepts standard 6502 mnemonics and pseudo-ops. Code cleverly generated by writing into the RAM beneath the Kernal ROMs and i/o chips so that, when the code is complete, it is copied into your specific area. One omission: 'renumber' is not included as command.

Monitor
Audiogenic
£29.95

Machine-code monitor giving sixteen commands for the entering, examining and modifying of machine code. It accepts standard 6502 mnemonics, addressing notation and hexadecimal operands. Also has command allowing user port to be configured to run a Centronics printer. Aimed at the experienced user, a little poor in documentation.

Osirisan 64
Elmhirst Enterprises
99 Porchester Road
Hucclecote, Glos
£17.99 (cass),
£19.95 (disk)

Contains two machine-code programs. FREDIT is a full-screen scrollable text editor using a comprehensive set of commands to create the source code. ASM then converts it into machine code. A good value professional product, the only significant ommission being that you can't relocated code to a different address. Elmhirst is working on a new product that should incorporate substantial improvements. Upgrade available for disk.

FOR THE 64

Zeus 64 Design Design
£9.99

Combined monitor and assembler – the monitor gives nineteen single-letter commands. The assembler creates source files in Basic-like lines, allows tokenising of nmemonics and allows numbers to be expressed in either decimal, hex or binary. Lots of features and low price makes Zeus an attractive buy.

FOR THE VIC

Osirisan
Elmhirst Enterprises (see above)
£17.95 (cass),
£19.95 (disk)

For Vic with 8K expansion. See above for details.

Mikro
Supersoft
£50

As above except that the Vic version is not just an assembler: it contains commands for graphics, sound and for joysticks.

EXTENSIONS TO BASIC

Commodore Basic for the Vic and 64 is notoriously lacking in useful commands for manipulating graphics and sound, and for providing facilities to make your programming more fun and easier. So a package that provides these much required extra commands looks like being a good idea – that's why there's so many around

FOR THE 64

Acos+
Melbourne House
£8.95
Available from:
Castle Yard House,
Castle Yard,
Richmond,
TW10 6TF.

Contains a collection of 36 advanced Basic commands allowing features of the 64 normally only accessible using machine code or tedious PEEKing and POKEing to be easily included in your own programs. These include Graphics, Sound and Utility commands and a fast operation cassette system claimed to make the cassette as convenient as the disk drive.

BC Basic
BC Computers
£16.99 (Cass)
£19.99 (Disk)
£44.95 (Cart)
Available from:
C.W. Computers,
(Freepost),
Derby, DE3 9BR.

Over 97 new or modified commands have been added, which can be entered in full or abbreviated forms, covering hi-res graphics, sprites, sound, machine code aids and structured programming. All commands have not been fully tokenised so speed of operation is not affected. Supplied with an easy to follow 56 page manual.

Basic Lightning
Oasis Software
£14.95 (cass)
£19.95 (Disk)
Available from:
9a Alexandra Parade,
Weston-super-Mare,
Avon, BS23 1QT.

A fully structured extension to Commodore Basic which adds 200 reserved words allowing up to 5 tasks to run concurrently. The package includes a sprite creation program. Up to 255 software sprites can be defined with user-selectable dimensions. Sprites can be scrolled, spun, mirrored, enlarged or inverted.

Beginners Basic
Honeyfold Software
£14.95
Widely Available

Sold as part of the Dr Watson Computer Learning Series, which comprises a paperback textbook supported by software on cassette, Beginners Basic also includes Honey Aid. This is a toolkit/graphics/sound utility that adds 28 new commands to Commodore Basic. The full implementation of Honey.Aid which will comprise of 120 functions and commands will hopefully be available on disk in early 1985.

David's Basic
Commodore User
£27.50

With almost 50 extra commands this package concerns itself with the general deficiency of Commodore Basic compared to more 'modern' dialects of Basic. Manipulation of numbers and strings are well catered for and the inclusion of easy to understand printer commands is most welcomed. The package is commissioned from Whitby Computers by Commodore User.

Graphix 64
Supersoft
£10.00 (Cass)
£12.00 (Disk)
Available from:
Winchester House,
Canning Road,
Wealdstone, Harrow,
Middlesex, HA3 7SJ.

This utility has some 33 commands for making the most of the 64's hi-res graphics and sprites. Each Basic type command is prefaced by the '@' sign or called directly using s SYS call. The utility can easily be called from within your own program and full instructions are given on how this can be achieved.

Help C64
Stack
£25.00
Available from:
290-298 Derby Road,
Bootle, Liverpool L20 8LN.

This cartridge utility comprises 20 additional commands. These are mainly toolkit commands useful during program development. Commands such as Auto line numbering, a Trace facility to debug a program and an Append command to merge two separate programs. Other commands include disk operating system support, a machine code monitor and disassembler, and printer commands.

Master 64
Calco Software.
£115.00
Available from:
Lakeside House,
Kingston Hall,
Surrey, KT2 7QT.

More a complete program development package rather than an extension to Basic. Supports 85 new commands as well as Basic IV and programmers Toolkit. Machine code monitor, Business Basic, Keyed Disk access and data compression, Multiple screens, 22-place arithmetic and many other features are also included. Turns the 64 into a professional program development tool.

Simon's Basic
Commodore
£50.00
Widely available.

Adds an extra 114 commands to standard Basic. Main areas of emphasis are tool kit utilities, graphics and an attempt at structured programming. One of the first Basic extension packages and although comprehensive, thought by many to have been a missed opportunity for Commodore in making up for the deficiencies in the 64's outdated resident Basic.

Softchip
Whitby Computers
£34.95
Available from:
8 Chubb Hill Road,
Whitby, N. Yorkshire.

This is a cartridge utility where you choose the extra commands you think you will find the most useful. With over a 100 different commands to choose from, the only limitation is that your choice does not exceed 7100 Bytes. Commands range from 'Auto' line numbering to a comprehensive sprite editor and Basic 4 disk commands.

Turbo Extended Basic
Aztec Software.
£14.95
Widely Available.

Adds 45 extra commands covering sprites, graphics and utilities. Comes with an adequate 22 page instruction manual. Similar to ACOS+ (from Melbourne House) but without fast tape utility. Package compares favourably on the utilities front but suffers in the areas of graphic and sound support.

Ultrabasic-64
Adamsoft
£14.95 (Cass)
£19.95 (Disk)
Widely Available

Adds 50 commands to standard Basic. These cover the much needed areas of support; graphics and sound. The games player is not neglected as there is a dedicated joystick command and sprites are fully supported. Package comes with comprehensive manual, a two part online tutorial and demonstration programs.

Video Basic 64
Adamsoft
£42.00
Available from:
18 Norwich Avenue,
Rochdale, Lancs. OL11 5JZ.

Unlike many basic packages, you can produce a runtime version of your programming expertise which you can then distribute without paying any royalties. Graphics and sound are well catered for and so are games programmers with direct control of inputs from lightpen, joystick or paddle. Also hardcopy in two sizes to popular printers.

FOR THE VIC

VIC 20
Basic Plus
Tremiver Ltd.
£22.50
Available from:
93a Pack Lane,
Basingstoke, Hants.

Adds 19 additional commands including Auto line numbering, Renumbering, Edit, Block, delete, Insert, Dump, Retrieve, Set Border and paper colour, and Sound control. It also includes a modified reset facility. Available in ROM at £14.95 for use in the Vixen Motherboard. A useful programming aid for the Vic 20.

COMAL

Comal was once thought of as a serious contender to Basic because it is easy to learn yet structured and therefore able to produce more understandable program listings. Comal was extensively developed in the '70s and reached a standard in 1982. The first commercial implementation for the

Commodore 64 should be available soon on cartridge. In the meantime, public-domain Comal can be acquired free of charge. See below.

Comal
Unicomal Denmark APS
Christiansholmsgrade,
DK 8700
Horsens, Denmark
approx £50

Apparently, the cartridge is nearing completion but is not yet available at time of writing. When it does arrive, it will have inbuilt commands to control graphics and sprite faciltities.

Public-domain Comal
Brian Grainger
73 Minehead Way
Stevenage, Herts.
SG1 2HZ

A public-domain version of Comal can be obtained free of charge from Brian Grainger of ICPUG at the above address but disk-only copies are available. Send a formatted disk with appropriate return postage to the above address.

FORTH

Like Basic, Forth is a high level programming language. But unlike Basic, it is not interpreted or 'run-time', but compiled, so execution of the program is much quicker because it doesn't need to interpret line by line as it goes. Debugging and highlighting of compilation errors is also easier.

Forth is a structured language, its code being built up from the lowest to the hightest level. This 'top-down' approach and the use of Reverse Polish Notation gives the language its back-to-front look. Forth can approach the speed of machine-code.

FOR THE 64

Tiny-Forth
Adamsoft
£12.95 (cass),
£14.95 (disk)

The 64 version contains most of the elements of the fig-Forth but not a standard implementation. A 45-page manual is included. Probably the cheapest Forth you can buy.

64-Forth
Audiogenic
£39.95

Expensive yet user-friendly implementation. Again it doesn't conform precisely to the fig-Forth standard but a good version for the beginner.

FIG-Forth
Romik Software
£14.95

An attempt to implement faithfully the fig-Forth standard on to tape for the 64, not difficult to use and reasonably good for the beginner. But the manual is disappointingly slow. The tape is also slow and cumbersome, but Romik says a disk version will soon be available.

Tiny-Forth
Adamsoft
£12.95 (cass),
£14.95 (disk)

See above – the Vic version needs 8K to run.

Vic-forth
Audiogenic
£24.95/£39.95

The cartridge comes in two forms, the cheapest being the standard version, but you'll need at least 8K RAM expansion to make it work. For the extra £15 you get 3K expansion built into the cartridge. Audiogenic Forth is user-friendly but not a standard implementation. A little pricey but good for beginners.

Vic-Forth
Handic Software
£34.95

Nearly a fig-Forth implementation but adapted for the Vic memory map. The cartridge comes complete with 3K expansion. Unlike the 64 version, this one does not include the editor and assembler. You'll really need a disk to get full benefit from this product.

PASCAL

Pascal is probably the most popular programming language next to Basic but its use is confined more to business and professional software. It's a compiled language which means it produces an object code (code which the computer actually understands) from the source code. So it runs much faster than an interpreted language like Basic. Pascal has been discribed as an 'elegent' language because it lends itself to structured programming techniques. It is available only for the 64.

Oxford Pascal
Oxford Computer Systems
£14,95 (cass),
£49.95 (disk)

The only Pascal compiler we've heard of for the 64, and it seems to be a complete implementation. Both the cassette and disk versions feature a text editor, extra graphics and sound commands. The much cheaper cassette version features a resident compiler which takes up 16K of memory, this restricting program space. The disk version does not suffer from this problem and can create source files limited only by the 64's memory.

GRAPHICS PACKAGES

FOR THE 64

Art Master
Commodore
£9.99 (Cass & Disk)
Widely Available

Art Master give you a range of 121 colour shades to choose from and with the aid of a joystick or the computer keyboard you can compose your hi-res masterpieces which can be easily stored and recalled from cassette or disk. The program is sold under the name of 'Tony Hart Art Master' which might help to decide whether this is the right graphics package for you.

Doodle
Quicksilva
£14.95
Widely Available

Its name might suggest a graphics package ideally suited to the under-fives however here are several novel facilities available which make this program stand out from the rest. One of these is the 'ZOOM' facility whereby a particular area of the graphics screen can be temporarily magnified for intricate design work.

Easysprite 64
Marathon Software
£5.95
Available from:
48 Netherlands Avenue,
Bradford, W. Yorkshire

This is an interrupt driven machine code utility which enables the 64's eight sprites to be manipulated in a variety of ways. By presetting certain parameters for each sprite, control is totally independent of the main program. Package includes demo routines and full instructions.

Gaskit 64
Anirog
£14.95
Widely available

A software package combining three utilities covering graphics, animation and sound. The graphics section allows you to pain and draw

on the screen by controlling a simulated pencil and brush either by joystick or keyboard. The sound section of the package turns the 64 into an intelligent synthesiser with a wide choice of voices and effects. The Animation utility combines facilities from both the Graphics and Sound programs.

Cadpak 64
Adamsoft
£35.00
Available from:
18 Norwich Avenue,
Rochdale,
Lancs. OL11 5JZ.

Described as a Interactive Computer Aided Design Package, Cadpak has many of the facilities necessary to turn your 64 into a computerized drawing board. Armed with a high quality light pen, which is not included in the package, you can call up pre-defined shapes or use the freehand draw facility to produce very detailed displays which can also be hardcopied to popular printers.

Go Sprite
Mirrorsoft
£9.95
Widely Available

A sprite utility which enables you to design up to 32 multi-coloured sprites on the screen and try them out in any sequence. You can position them back to front, upside down, streteched (horizontally or vertically), or in negative form. Includes the essential conversion program to convert your sprite designs to 'data' statements for inclusion in your own programs.

Graphics Designer
Supersoft
£9.95 (Cass),
£11.95 (Disk)
Available from:
Winchester House.
Canning Road,
Wealdstone, Harrow,
Middlesex HA3 7SJ.

A comprehensive graphics design package which allows control of the 'brushes, palette and canvas' via joystick and keyboard, or keyboard alone. With over 30 commands selected directly from the keyboard, you can create your masterpiece. Easy to follow instructions are given on how to incorporate your designs in your own programs.

Graphics Master
Mr Chip Software
£7.50 (cass)
£9.50 (disk)
Available from:
9 Caroline Road,
Llandudno,
Gwynedd LL30 2TY.

Allows the design of both user defined characters and sprites to be made simultaneously and then saved for future use in your own programs. Contains many unique commands to create effects such as scrolling and rotation of graphics characters.

Graphkit
BSF Computers
£15.95 (Cass)
£19.95 (Disk)
Available from:
82 Furnace Drive,
Crawley,
W. Sussex RH10 6JE.

A light pen based graphics package with the light pen itself included along with the supporting software. You draw directly onto the screen with the light pen and your creations can be saved or recalled from tape or disk. Sprite design is catered for as well as a screen dump to a printer.

Paintpic
Kuma Computers
£19.95
Available from:
Horseshoe Park,
Horseshoe Road,
Pangbourne,
Berks. RG8 7JW.

Claims to be 'the complete colour drawing and painting application using multi colour bit map'. No extra hardware requirements. Extra facilities include: Pen, Brush and Text modes, Curved/Straight lines, Pen and Brush Fills, Colours settable, horizontally, vertically, diagonally or by dot, and easy character movement.

Panorama
Talent
£17.95 (Cass)
£19.95 (Disk)
Widely Available

A Graphics package with a clear well written manual. all the 'regular' shapes are included in the program; you just state the required parameters. Movement on screen can be either by keyboard or joystick and mistakes are easily rectified. Apart from the full range of colours, 22 different textures can be created and displayed, and all your 'masterpieces' can be saved to tape or disk for later retrieval.

Picture Builder
Commodore
£9.99
Widely Available

Picture Builder presents you with a palette of 121 different colour shades and a collection of character sets containing over 250 shapes. Picture composition is therefore a matter of positioning the appropriate shape, with the aid of joystick or keyboard, in the appropriate colour on the chosen space on the screen. Full title of package 'Rolf Harris Picture Builder'.

Spritemaster
JRS Software
£4.95
Available from:
19 Wayside Avenue,
Worthing, BN13 3JU.

A sprite creation program where each sprite is displayed on the screen in 2 separate sizes. On completion the Basic Code is generated for inclusion in your own program. Simple little program that makes sprite design that little bit easier.

Turtle Graphics II
Hesware
£50.00
Widely Available

The Turtle in this program is invisible apart from a point which you move around the screen with joystick or keyboard. The program is easy to operate and ultra user-friendly; options are selected from menus which appear on the screen at the appropriate moment. Easy to incorporate into your own programs.

EDUCATION SOFTWARE

Educational software for very young children has begun to mushroom for the Commodore 64, after a faltering start. Virtually all packages are intended for home use and are generally of good quality. The most useful software should contain elements of game-play, a certain amount of parental involvement and make use of the 64's superior graphics and sound capabilities. But not a great deal is available for older children apart from 'O' Level and CSE exam revision courses.

FOR THE 64

AIRCRAFT
Piper Software,
Pan Books,
18/21 Cavage Place,
London SW10.
£7.95

Four programs for middle school children in which they have to identify planes, play a game involving estimating the range of planes and their height and bearing, operate a flight simulator and taxi a plane back to its hanger. Accompanying book and program notes.

ASTRONOMY
Piper Software.
Pan Books,
18/21 Cavage Place,
London SW10.
£7.95

Five programs for 10 year olds and above including two games exploring the stars and passing a test to become an astronaut; a databank of information on planets, an introduction to constellations and an explanation of phases of the moon with a trip around the zodiac. Accompanying book and program notes.

ATTACK ON THE SOMME
Tressell Publications,
139 Carden Avenue,
Brighton,
Sussex BN1 8NH.
£13.99

This package has been designed to introduce pupils in the secondary school to the technicalities and details associated with a major Allied attack on the Western Front in France during the First World War in 1916. It cannot be faulted and is particularly good in how it develops empathy and an increased readiness to consider the fundamental issues related to war and peace. Good resource materials provided.

AZTEC – HUNT FOR THE SUN GOD
Hill MacGibbon,
St. Bartholomew House,
92 Fleet Street,
London EC4.
£6.95

A tremendous adventure program for youngsters with three dimensional graphics intended to help develop spatial awareness and mapping skills as well as the player's powers of deduction. Will Quick Lizard's dream come true? You'll have to play the game to find out! Poster included in pack.

BIRDS
Piper Software.
Pan Books,
18/21 Cavage Place,
London SW10.
£7.95

For 10 year olds and above, five programs including Birdbrain – a questions and answer game on facts about birds; Birdlander – a game to land birds on their favourite perches; Birdsquare – a words-square containing the names of birds; Bird Migration – a game to steer birds back from their winter habitat; and Birdfile – a database containing user's own observations and facts on birds. Accompanying book and program notes.

BLOCKBUSTER
Argus Press Software Group,
1 Golden Square,
London W1R 3AB.
(01-437 0626)
£8.95

For the under eights, this program is one in the Clever Clogs series written for Argus by Computertutor and involves solving a puzzle made up of 12 blocks. Aims to teach shape recognition, reflections and rotation. More for the home than school. Five levels of difficulty plus supplementary knowledge packs. Lively graphics. Others in the same series include: Sam Safety (where you have to teach Sam the Highway Code and guide him safely home) and Ship Shapes (includes five games to encourage shape recognition for three year olds and above).

BMX NUMBER JUMP
Longman Software,
Longman House,
Burnt Mill,
Harlow,
Essex CM20 2JE.
£7.95

Recommended for six to 10 year olds, this is a maths games based on BMX bike riding. Practises addition, subtraction and multiplication for numbers 0 to 99 with seven different levels of difficulty. Brief instructions are included.

CAESAR'S TRAVELS
Mirrorsoft,
Holborn Circus,
London EC31P 1DQ
£7.95 (cass)
£10.95 (disk)

This is a much acclaimed adventure for young children featuring the lovable Caesar the cat. Children can choose one of 18 stories to follow, each of which is complete in itself. Only six keys are used throughout and there is an accompanying booklet containing all the stories in the software, plus keyboard overlays to simplify things further.

CHILDSPLAY
Polarsoft Ltd.,
40A Queen Street,
Hitchin,
Herts. SG4 9TS.
£9.95

This pack contains 10 educational games for nine to 13 year olds for at home as well as in school. They provide practice in the four rules, sorting letters into alphabetical order, equation and inequality signs, spotting the difference between words that look and sound similar, estimation, hangman and co-ordinates. Lots of documentation.

DESIGNER 64
Studio Software,
Rowan,
Western Road,
Jarvis Brook,
Crowborough,
East Sussex TN6 3EY.
(08926 62625)
£32.95

Graphics package which simplifies the use of the computer's standard graphics character set and enables character arrangements to be displayed under program control. The program generator encodes all or part of a design and turns it into a new program. Designs can be saved on disc or tape and design files can be linked together and printed out. Seven demonstration files are included as is a comprehensive user guide.

DINOSAURS
Piper Software.
Pan Books,
18/21 Cavage Place,
London SW10.
£7.95

Again for 10 years olds and above, four programs about prehistoric creatures. In Birth of Life, you have to control evolution; in Life on Land, you have to survive as a land creature in the age of reptiles; in Mission 1, you must identify giant creatures on a strange planet; and in Mission 2, steer a Pterosaur to catch as many fish as possible. Accompanying book and program notes.

EXAM REVISION
Longman Software,
Longman House,
Burnt Mill, Harlow,
Essex CM20 2JE.
£7.95 each

Exam revision packs for 0 level and CSE students covering Chemistry, Computer Studies, Maths, physics, Biology and French. Five programs in each pack: Chemistry includes Elements, Mole, Reactivity; Computer Studies covers Visicode, Putin, Files and Logic; Maths includes Transform, Trigonometry, Stats and Odds; and Physics contains Formulae, Circuits, Light and Machine. All the packs contain a database program too. Good instructions given.

FLIGHT PATH
Storm Software,
Winchester House,
Wotton Grove,
Sherborne,
Dorset.
(0935 813528)
£17.65

This is a flight simulation in which children take on the role of an airline captain and plan a flight across Europe. Accurate calculations and logical decisions have to be made in order to achieve a successful flight. There is a choice of destinations and departures from 21 European airports. Factors to take into account are weather conditions, stopovers and type of aircraft. Wind and speed tutorials are included in the program. Extensive documentation in the form of teacher's notes, work sheets and further suggested teaching topics.

GEOGRAPHY
Scisoft,
5 Minster Gardens,
Newthorpe,
Eastwood,
Nottingham NG16 2AT.
£6.95

Several programs are contained in Geography: in Treasure Hunt there are three games based on map reading, the use of the compass, directions, bearings and estimation of distances; in Around Britain in 48 Hours you have to find the hidden name of a city or town, travelling by road, rail or air, with a limited supply of money; a simulation of the spread of disease in woodland; and there is a database containing information on the countries of the world.

GERMAN
Scisoft,
5 Minster Gardens,
Newthorpe,
Eastwood,
Nottingham NG16 2AT.
£6.95

For nine to 14 year olds there are four programs using vocabulary at the seaside, in the home, on holiday and in a cafe. You can either opt for sentences written in German with a word missing which has to be inserted, or put words into their correct order in sentences selected randomly from a bank of sentences. Three levels of difficulty are provided, as well as a booklet.

GET READY TO READ
Commodore Business Machines (UK) Ltd.
1 Hunters Road,
Weldon Industrial Estate,
Corby,
Northants. NN17 1QX.
(0536 205252)
£12.99

For the under eights, this pack of four cassettes or discs is designed for young children as an introduction to reading. Each tape or disc contains nine programs which take a structured approach to a different aspect of learning letters and sounds. Marvellous value for money with good instructions for the parent or teacher.

GORTEK & THE KRYPTOBYTES
CBM (UK) Ltd.
Chalksoft Ltd.,
37 Willowslea Road,
Worcester WR3 7QP.
(0905 55192)
£12.95

This is a follow up to Gortek & the Microchips which aims to teach programming using REM and LIST statements, storage of data, etc. Also provided practice in simple program editing and other programming features. Lots of documentation included. This is rather a novel approach to the subject.

INTO THE UNKNOWN
Tressell Publications,
139 Carden Avenue,
Brighton,
Sussex BN1 8NH.
£20 (Cass)
£21.50 (disk)

This is an extensive simulation that involves children in a simulated voyage of discovery during the Great Age of Exploration in the 15th century. There are all kinds of encounters but the beauty of this program is the amount of work it encourages away from the computer – in the form of mapwork, written reports of the voyage, discussions about the next move and much more. Extremely authentic and highly imaginative: one of the outstanding programs of 1984.

FOR THE VIC

KING ARTHUR'S QUEST
Hill MacGibbon.
St. Bartholomew House,
92 Fleet Street,
London EC4.
£6.95

Another adventure from this relatively new company with 3D graphics portraying all the characters in the land of King Arthur including Morgana Le Fey, Lancelot and Merlin. Will Arthur break the evil spell that Morgana has cast? Poster included for your wall.

FOR THE 64

MATHS
Scisoft,
5 Minster Gardens,
Newthorpe,
Eastwood,
Nottingham NG16 2AT.
£6.95

There are five programs for nine to 14 year olds dealing with tesselations, graphs, working out how a number machine words, addition and subtraction in two games, and running a factory to make a profit.

MUSIC MACHINE
Longman Software.
Longman Group Ltd.,
Longman House,
Burnt Mill,
Harlow,
Essex CM30 2JE.
(0279 26721)
£9.95

This program takes you note by note through the composition of a tune. Your choice of notes is used to build up a tune which is played back once it is completed, with full harmony backing and an option of musical sounds. Notes can be added to or altered in your composition.

OLYMPICS 84
Storm Software,
Winchester House,
Wootton Grove,
Sherborne,
Dorset.
(0935 813528)
£XX

Two cassettes are provided: Input enables the user to record the name and country of each medal winner and the winning score of every event in the Olympic games. These can then be compared with results from the previous two Olympics. History contains the results of every current Olympic event back to 1896 showing the winners of medals by nationality and winning scores. Good documentation.

OSPREY!
Bourne Educational Software,
Bourne House,
The Hundred,
Romsey,
Hants. SO5 8DY.
£9.95 (cass)
£11.95 (disk)

Brilliant simulation covering wildlife and conservation in a unique way. The user is given responsibility for protecting the precariously small osprey population in the Scottish Highlands from egg stealers, huntsmen, tourists, fish farmers and many others. Thought provoking and stimulating. Developed in conjunction with the Royal Society for the Protection of Birds. Superb graphics and accompanying resource material.

PICTURE BUILDER
Hill MacGibbon.
St. Bartholomew House,
92 Fleet Street,
London EC4.
£9.95

A marvellous graphics program which enables complex patterns and pictures to be created very easily. The program provides a drawing board and a paint palette with easy selection and manipulation of simple shapes to create pictures. Helps younger users to develop their knowledge of shape and colour. This one comes highly recommended. The pack contains a good 20-page booklet too.

RIDDLE OF THE SPHINX
Longman Software,
Longman Group Ltd.,
Longman House,
Burnt Mill,
Harlow,
Essex CM30 2JE.
(0279 26721)
£7.95

Fit words to the sphinx's pyramid which have to be checked against its secret scrolls (includes a built-in 10,000 word dictionary). The score for a word depends on what letters are used. Of course, the highest score wins.

ROLF HARRIS' PICTURE BUILDER
Commodore Business Machines (UK) Ltd.,
1 Hunters Road,
Weldon Industrial Estate,
Corby,
Northants. NN17 1QX.
(0536 205252)
£11.99

A graphics package based on the building block approach. A palette of 16 colours is available and there are two character sets of 254 characters each. All the instructions for filling the screen with a design, changing background colour, saving pictures and clearing the screen are displayed. The program can be controlled with either a joystick or from the keyboard. Package includes two cassettes and full instructions.

SCIENCE 1
Scisoft,
5 Minster Gardens,
Newthorpe,
Eastwood,
Nottingham NG16 2AT.
£6.95

Four programs are contained in this pack: Bug is an adventure in which scientific knowledge has to be used to keep a bug alive; a database of the element and their properties; a database on animals with and without backbones; and a game featuring pollination.

SNAFFLE
Longman Software.
Longman Group Ltd.,
Longman House,
Burnt Mill,
Harlow,
Essex CM30 2JE.
(0279 26721)
£9.95

Snatch letters from the pool to build up words, or make a new word by snaffling from your opponent and adding letters from the constantly replenishing pool.

STAR SEEKER
Mirrorsoft,
Holborn Circus,
London EC1P 1DQ.
(01-353 0246/822 3593)
£9.95 (cass) £12.95 (disk)

Two programs – Star Seeker and Solar System – which plot the stars and planets seen in the night sky from any position on earth at any time in this and the next century. The programs use menu-driven displays to access information such as the position of the stars, relative position of the planets, rotation of the earth, etc. The displays can be printed using an Epson printer.

STOCK MARKET
Kuma Computers Ltd.,
12 Horseshoe Road,
Pangbourne,
Berks. RG8 7JW.
(07357 4335)
£6.95

This program is aimed at 15 year olds and above and simulates the London Stock Exchange. With each round of the game, news items are given to the players on company shares as well as advice, tips and hints on investments. Can be played by up to four players.

STORY HOUSE
Creative Sparks/Thorn EMI Computer Software,
Thomson House,
296 Farnborough Road,
Farnborough,
Hants. GU14 7NU.
(0252 543333)
£7.95

Designed to assist children to develop early reading skills. The program allows the user to write their own story which the computer animates with full colour graphics accompanied by musical effects. It also provides lots of surprise endings. Suitable for six and seven year olds and above. Instructions included.

TABLES WIZARD
Hill MacGibbon.
St. Bartholomew House,
92 Fleet Street,
London EC4.
£6.95

A multiplication game where the aim is to build a path from one side of the board on screen to the other, ahead of your opponent (another player or the computer) by answering various sums correctly. Quite a novel idea.

THE MAGIC SWORD
Database Publications Ltd.,
Europa House,
68 Chester Road,
Hazel Grove,
Stockport,
Cheshire SK7 5NY.
(061-456 8383)
£8.95

An adventure for young children featuring a handsome prince, a beautiful princess, a castle with secret passages and dark dungeons, dense forests, deep caves and a wicked witch who lives in a very crooked house. Children travel through the countryside to find the princess and rescue her from the clutches of the wicked witch. Text is in double height characters.

TIME TRUCKER
ASK Software,
London House,
68 Upper Richmond Road,
London SW15 2PR.
(01-874 6046)
£7.95

A great game for children of all ages which aims to aid the understanding of the relationship between the 12 hour analogue and 24 hour digital clock. The relationship between time and distance is reinforced while driving your truck around country roads and picking up produce from farms on the way to take back to the depot within a time limit. Good use of sound. Program incorporates many additional challenges with several levels of difficulty. Accompanying notes.

3D HYPERMATHS
Longman Software,
Longman House,
Burnt Mill, Harlow,
Essex CM20 2JE.
£7.95

Space odyssey that practises maths skills. As the Hypermaths space ship speeds through pathways of a black hole, quick mental calculation is needed to guarantee a safe journey through the outer reaches of the universe. Practises the four rules for numbers between 0 and 99 with a variety of difficulty levels. Brief instructions included.

TONY HART'S ART MASTER
Commodore Business Machines (UK) Ltd.,
1 Hunters Road,
Weldon Industrial Estate,
Corby,
Northants. NN17 1QX.
(0536 205252)
£11.99

This graphics package really makes use of the high resolution graphics capacity of the Commodore 64. There is a choice of 16 colours and a help screen gives full details of possible commands. A second screen enables a picture to be duplicated so the results of moving a line, changing colour, etc., can be judged. Enclosed shapes can be filled in, different areas of the screen can use different colours, automatic circle generation and repetition of shapes stored already in memory are all featured. Either the keyboard or a joystick can be used. Two cassettes or discs are included in the pack as well as sample pictures and instructions.

WORD TRAY WIZARD
Hill MacGibbon.
St. Bartholomew House,
92 Fleet Street,
London EC4.
£6.95

A game which aims to develop vocabulary and textual understanding. Players have to reveal a hidden message or sentence by 'letter buying' and prediction. A version of this program is to form part of a problem solving series developed by the Micr-oelectronics Education Programme. Suitable for 10 year olds and above.

WORD WIZARD
Longman Software.
Longman Group Ltd.,
Longman House,
Burnt Mill,
Harlow,
Essex CM30 2JE.
(0279 26721)
£7.95

A game in which you have to spot the anagrams in the Word Wizard's grid of constantly changing letters. Words are checked with the built-in dictionary.

WORD WOBBLER
Longman Software,
Longman House,
Burnt Mill, Harlow,
Essex CM20 2JE.
£7.95

Spelling game that encourages children to concentrate on spelling words correctly. 1,500 words are contained in the program which are divided into five levels of difficulty. You can insert your own word list if required. Brief instructions included.

WORDS AND PICTURES
Chalksoft Ltd.,
37 Willowslea Road,
Worcester WR3 7QP.
£9.95

The four programs in this pack are for young readers who are learning to recognise words. They feature Freddie the Frog from the tune Five Little Speckled Frogs. Forty-seven words are contained in the program and children learn to recognise them by matching these words to simple pictures on the screen. Parents are given guidance in using the programs in the accompanying booklet.

DECIMALS
Chalksoft Ltd.,
37 Willowslea Road,
Worcester WR3 7QP.
(0905 55192)
For the expanded VIC-20
£9.25

Graded set of programs for brushing up on decimals. Covers the four rules, tests level of understanding, sets practice excercises and checks progress.

FOR THE VIC

PIXIE PACK
For the VIC-20 from CBM.
Commodore Business
Machines (UK) Ltd.
1 Hunters Road,
Weldon Industrial Estate,
Corby,
Northants. NN17 1QX.
(0536 205252)
£11.99

Six programs which aim to introduce and reinforce early number concepts. The programs include Pixie Count where the number symbol has to be matched to the number of pixies that appear on screen; Pixie Steps which practises ordering; Pixie Add; Pixie Bump matches a number symbol with a number of mushrooms; Pixie Words teaches that a number quantity is represented by a symbol; and Pixie Maze is a game involving addition or subtraction. All the programs use a joystick and accompanying the three cassettes is an instruction booklet.

LEISURESOFT

This is the section in which we've put all the software that doesn't fall easily into any of the previous categories: like packages that make music, help you to design your own games or even those that deal with such diverse subjects as astronomy and dieting.

GAMES DESIGNER

Adventure Writer
Codewriter
£24.95

Repackaged disk version of a highly acclaimed program called 'The Quill' from Gilsoft. It's a true text adventure designer that will produce a stand-alone game of commerical quality – and quite a few have already been produced. Codewriter's disk version comes with an enhanced manual. See 'The Quill'.

Games Creator
Mirrorsoft
£12.95

A utility program designed to let you produce arcade-type games, both maze and shoot 'em ups. Menu options allow you to produce sprites, sound and graphics and the rules for action. A number of sample programs are included. But the package will not let you produce a stand-alone game – the program must be present.

The Quill
Gilsoft
30 Hawthorne Road
Barry
South Glamorgan
£14.95

Although Codewriter has the marketing rights for the disk version of this program, Gilsoft still sells the much cheaper tape version.

Scope 64
Codewriter
£17.95 (tape)
£18.95 (disk)

Another repackaged though identical version of the original Scope from ISP Marketing. Scope is really a language (pseudo-assembler) specially designed for producing games. That means it requires some learning to use it most effectively. Scope supports 46 commands, has a comprehensive 60-page instruction manual with demo routines. There's also a Scope Users Club and hotline facility.

The Joffe Plan
Mirrorsoft
£9.95 (cass)
£12.95 (disk)

Diet program that comes with the book by Professor Justin Joffe, professor of pyschology at the University of Vermont. The program assesses your present height, weight, and age and recommends a diet and activity regime personal to you. Long term diet approach based on a credit and awards system.

Star Seeker and Solar System
Mirrorsoft
£9.95 (cass)
£12.95 (disk)

Star Seeker plots the most prominenet stars seen in the night sky from any position on earth at any time in this and the next century. Solar System does the same thing for the planets. Options enable you to obtain information on individual stars, draw constellations, simulate the rotation of the Earth throughout the night and output the displays on a Epson printer. Similar options are available for the planets program.

FOR THE VIC

The Games Designer
Mastertronic
£10.95

Repackage of a long-available program for the unexpanded Vic, now with revised and more comprehensive manual. The program lets you design graphics, screen layouts, theme tunes, sound effects, playing formulations and other facilities for an arcade-type game. The package also includes four games (Kanga, Zyon, Krazy Maze) which you can customise. There's also a program to let you save your efforts on to tape.

MUSIC

Composer 64
Vulcan Computing
32 Guildford Road
Farnham, Surrey
GU9 9QB
£8.95 (tape),
£10.95 (disk)

Composer/synthesiser package that lets you compose on to a stave. Features preset instruments, 5-octave range, time signatures, rythms and full ADSR control. Load and save facility to tape or disk. Note range extends from demi-semi quaver to semi-breve.

Multisound Synthesiser
Romik Software
£14.99

Main control screen shows rows of pseudo slider controls, which toggles between a special effects panel. Has background generator to store repetitive patterns and two playback modes. Allows saving of tunes and merging with tunes still in memory. Easy package to use with good comprehensive manual.

Music Composer
Commodore
£9.95

Main feature of this package is that music actually scrolls across the screen, the notes appearing as you hear them. Has a number of preset instruments and option to play on the 64's keyboard. But has a slightly cumbersome method of composition – a rather simple package.

Music System
Island logic
St Peter's Square
London W6
£24.95

Comprehensive package for creating, playing and printing your compositions into musical notation. The 'edit' mode lets you compose directly on to a musical stave. Full ADSR adjustment is possible as well as key transposition.This program is a conversion from the BBC micro and should be available on the 64 by February.

Musicalc
Misicalc UK
The Metropolitan
Enfield Road
London N1
approx £160 complete

Most sophisticated and comprehensive synth package yet produced for the 64. It comes in three modules: Synthesiser/Sequencer (49.95), Score-writer (£34.99) and Keyboard Maker (34.99). Three template disks are also available for West Indian, electro-pop and drum rythms. Cartridge version of Musicalc 1 should be available soon.

Synthy 64
Adamsoft
18 Norwich Avenue
Rochdale, Lancs
£9.99 (tape),
£12.50 (disk)

Allows you to compose and edit as you would write Basic, in three voices. 'Tracer' facility lets you see changes in pitch and waveform. But the music is non-graphically represented. Has load and save facility and ability to list to printer. Although composing is long and tedious, dedicated effort can produce excellent results.

Ultisynth 64
Quicksilva
£14.95

Menu driven options for load, save, play and record. Gives choice of six preset accompaniment and displays on-screen ADSR values for each voice. Good manual which includes routine allowing you to include music in a Basic program. But generally not a very 'user-friendly' package.